



WALT DISNEY Feature Animation

# Sample Drawing Portfolio

## SAMPLE PORTFOLIO REQUIREMENTS

This sample portfolio represents the kind of drawing skills that an applicant to Walt Disney Feature Animation should include in his/her portfolio. Drawings should demonstrate, in your own style, advanced skills in each of these areas.

**GESTURE DRAWINGS:** A feeling of life and movement is paramount in drawing for animation. Gestural figure drawings from thirty seconds to five minutes should suggest movement, volume, and structural clarity. A drawing should demonstrate qualities of volume and vitality captured quickly in the line. Drawings can be from life-drawing class and/or from everyday surroundings. Spirited drawings that suggest mood, character, and attitude are highly recommended.

**SKETCHBOOK DRAWINGS:** You are encouraged to keep a personal sketchbook that shows drawings representing your ideas and observations from life as well as from your imagination. We like to see what we call "Cafe Drawings." These are observations of people going about the everyday routines of life. Study the gestures and attitudes of various types of people at the store, on the beach, on the street, or in your own home. Feel free to use your sketchbook to record detailed studies as well as thumbnails and compositional explorations.

**ANIMAL DRAWINGS:** A portfolio should demonstrate the ability to quickly draw animals, in movement and at rest, conveying an understanding of how animals actually move through three-dimensional space. Drawings should reflect keen observation of animal anatomy and structural volume.

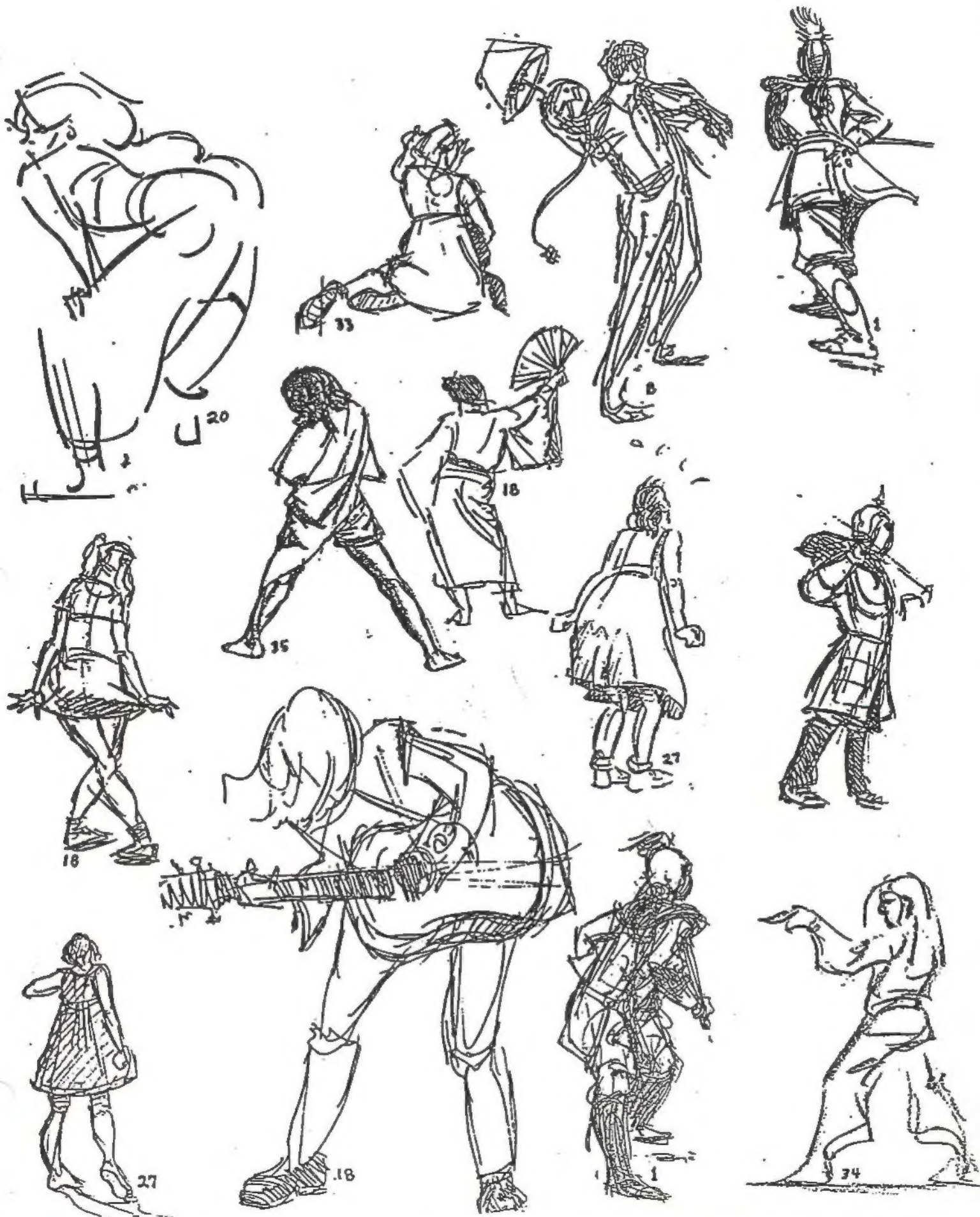
**FIGURE DRAWINGS:** Examples of more developed representations of the posed figure, both nude and clothed, are recommended. Drawings should display simplicity and clarity, showing the structural unity of the subject by including hands and feet. Dynamic, lively poses and angles can convey how the subject moves or behaves. Nuances in body language can communicate the subject's emotional and psychological state.

**REFINED DRAWINGS:** In order to exhibit your range of skills, you may want to include some extended drawings. These could be figures, portraits, hand or feet studies, compositions of landscapes, or architectural subjects. A few illustrations interpreted from photographs, if properly documented, are acceptable, but original images based on observation of life are preferred.

**EFFECTS DRAWINGS:** If you are interested in effects animation, a few studies of natural and physical phenomena, such as dust, smoke, fire, water, splashes, explosions, and/or lava, would be appropriate. Drawings of objects, such as props, furniture, and vehicles, are also recommended.

# Gestures and Quick Action Drawings of People

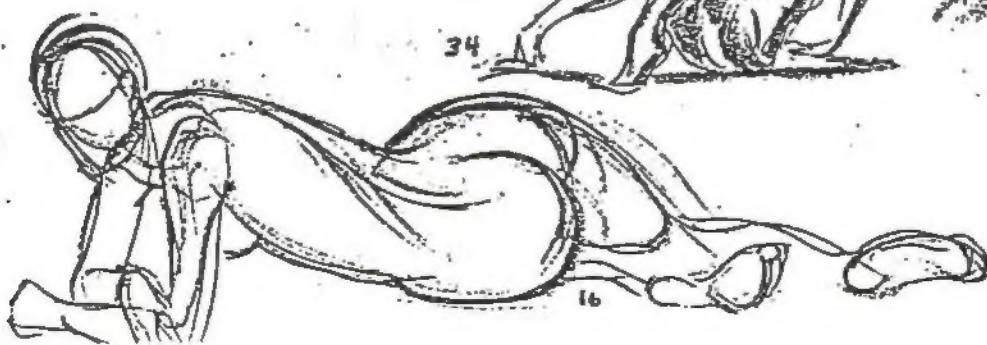
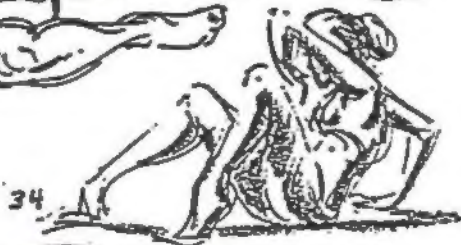
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# Gestures and Quick Action Drawings of People

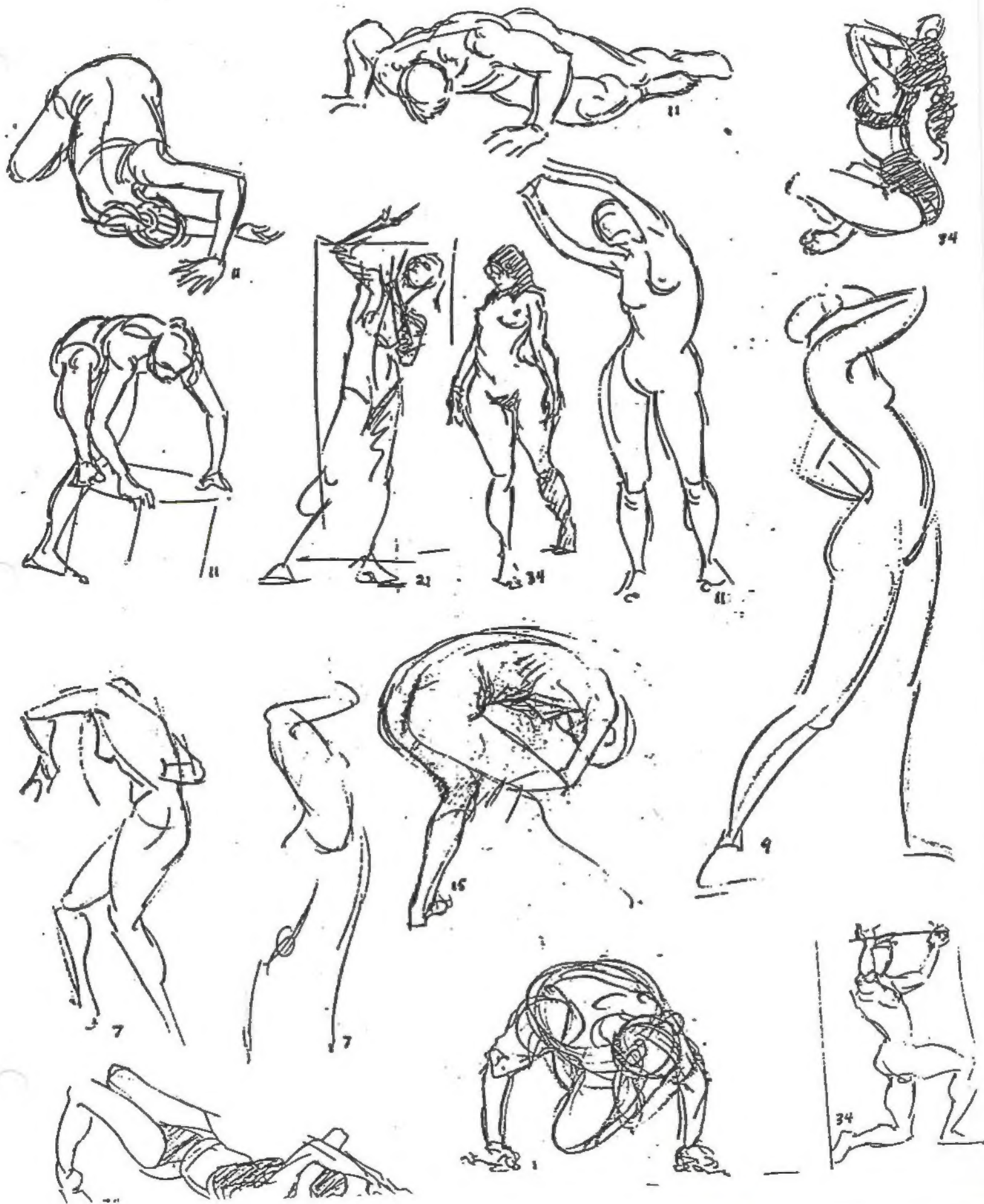
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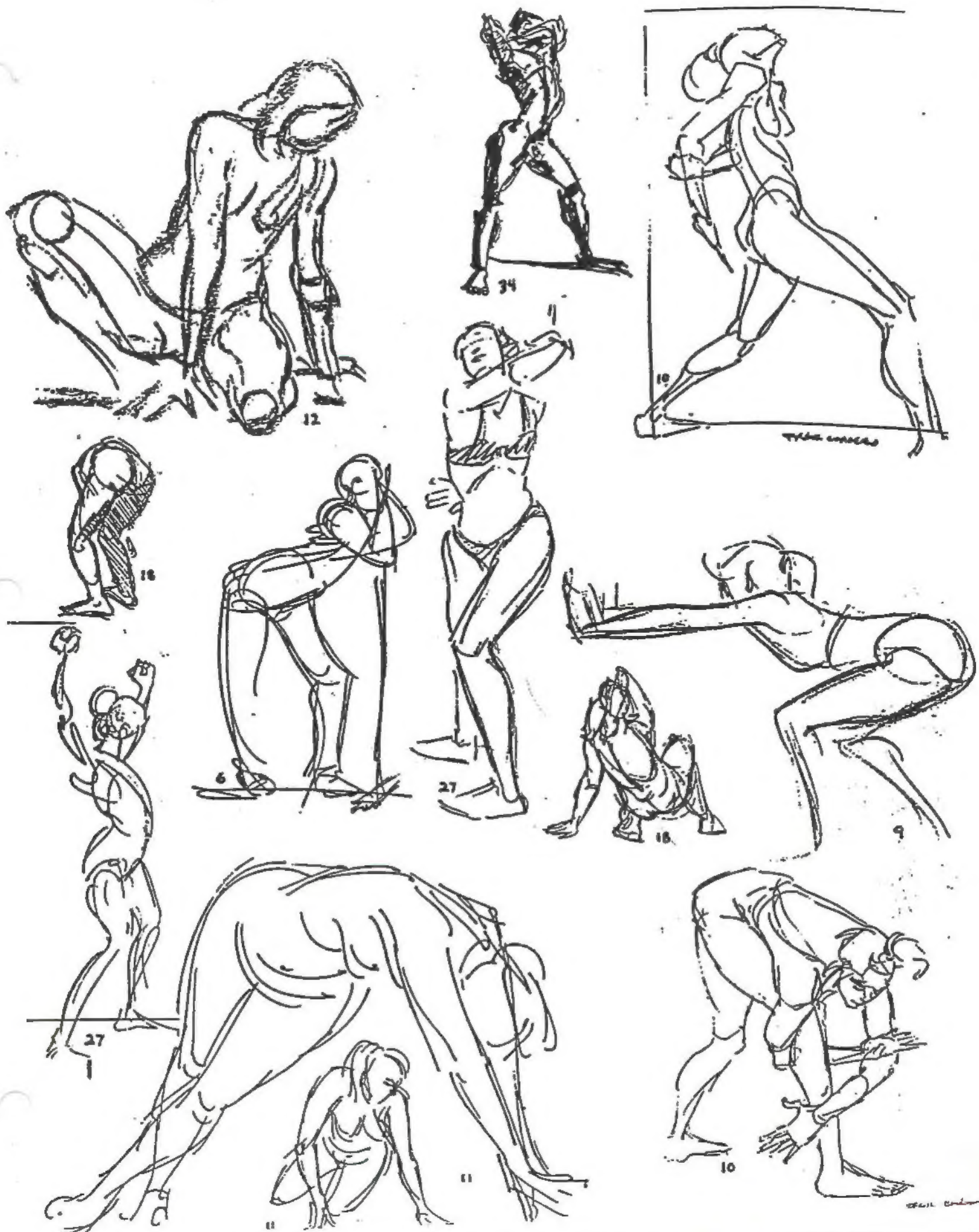




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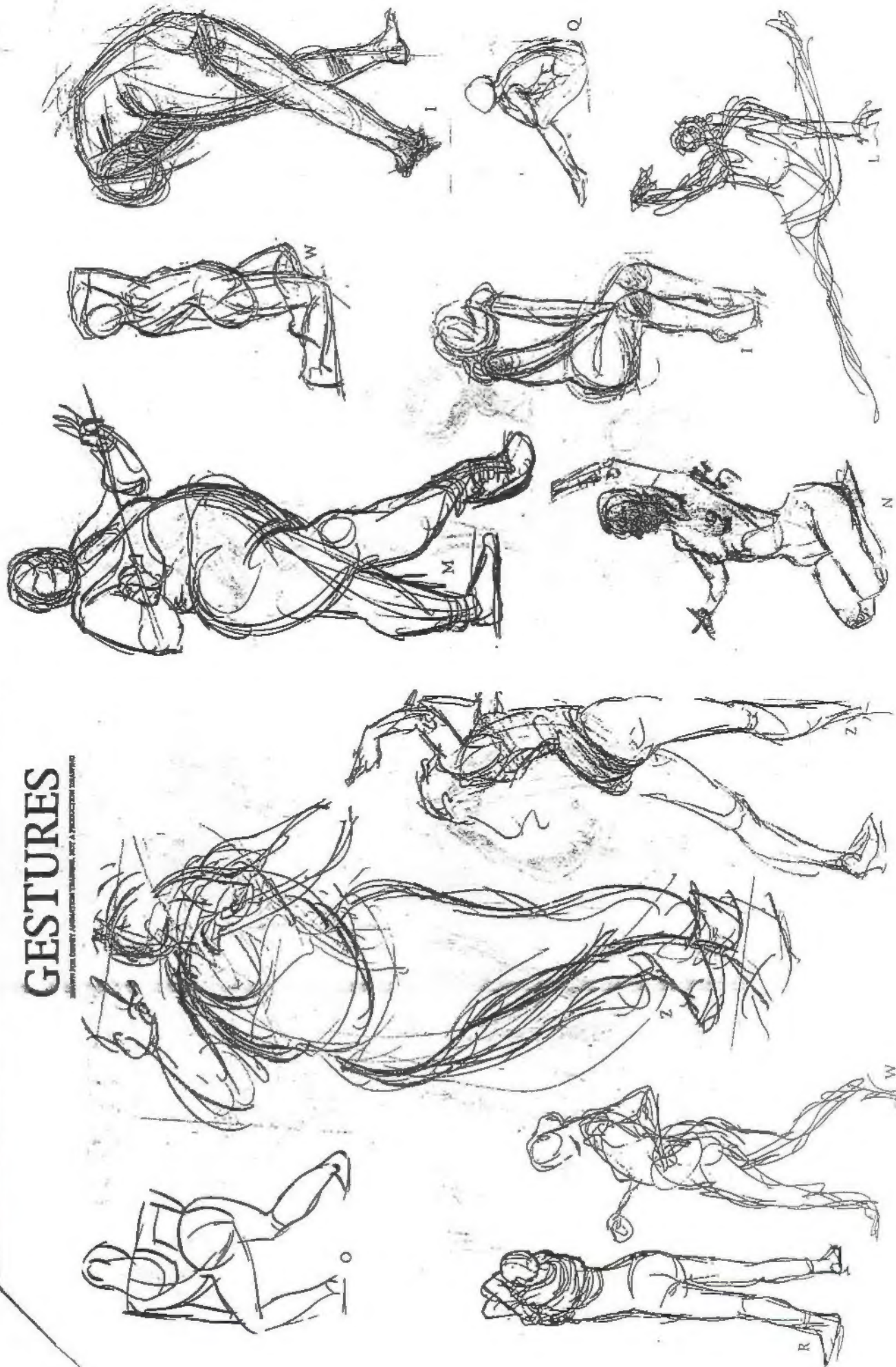






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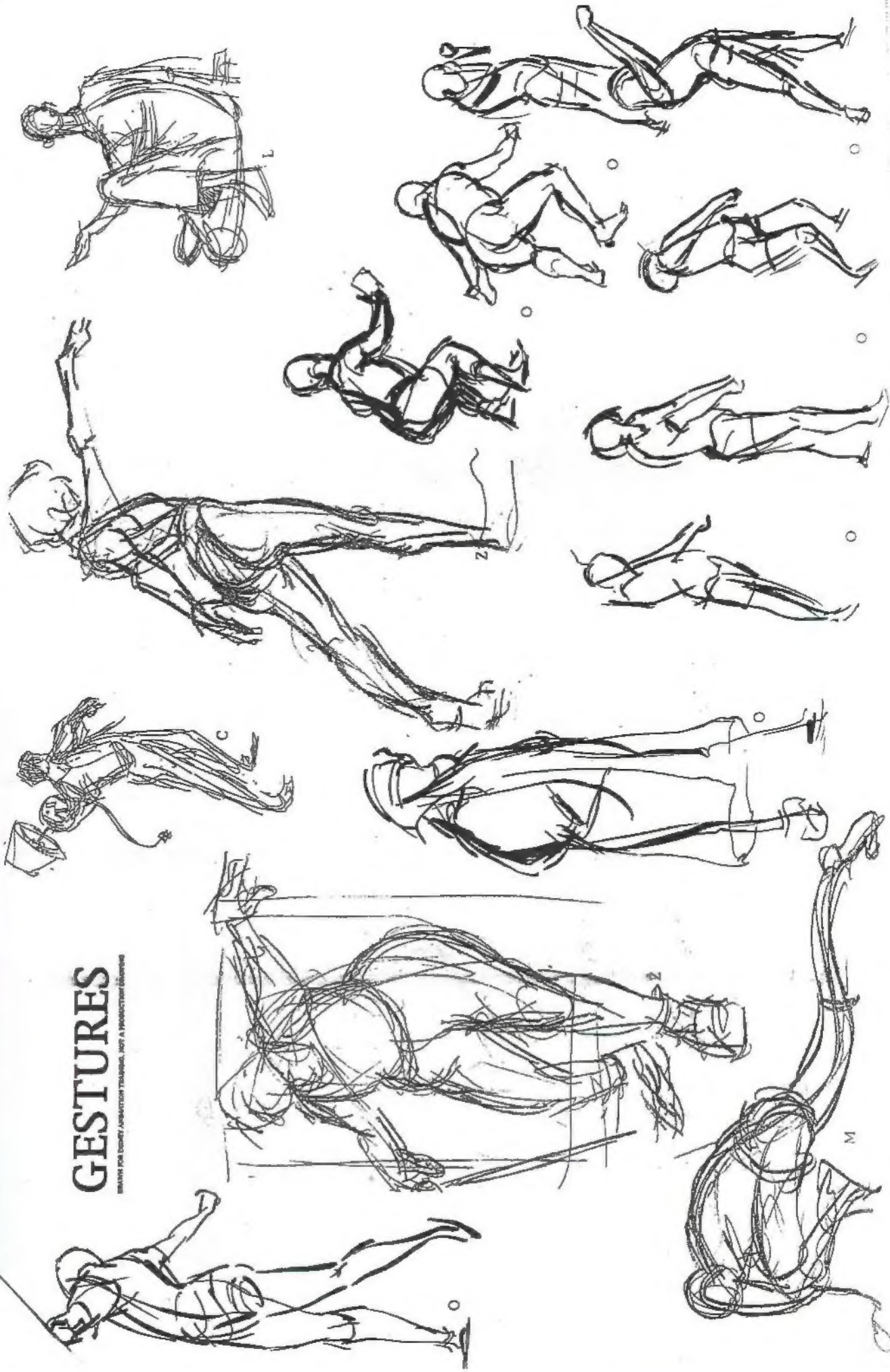
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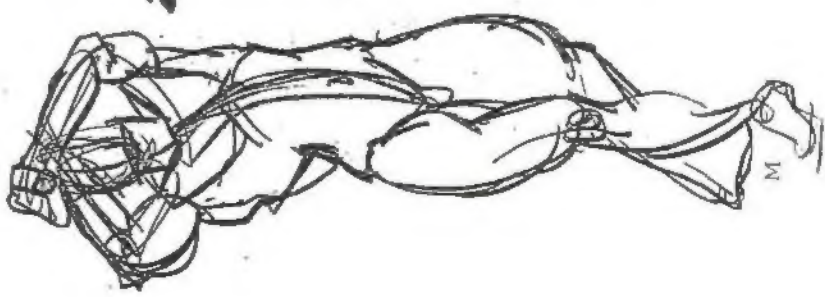
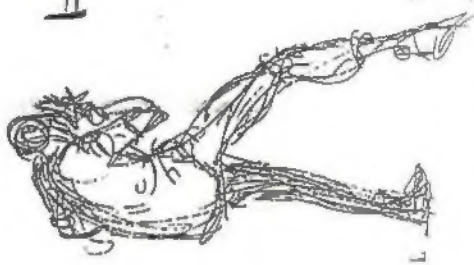
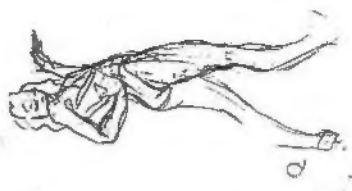
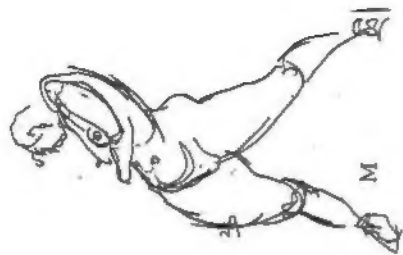
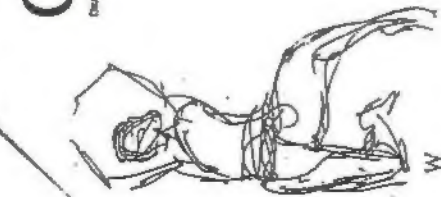
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# GESTURES

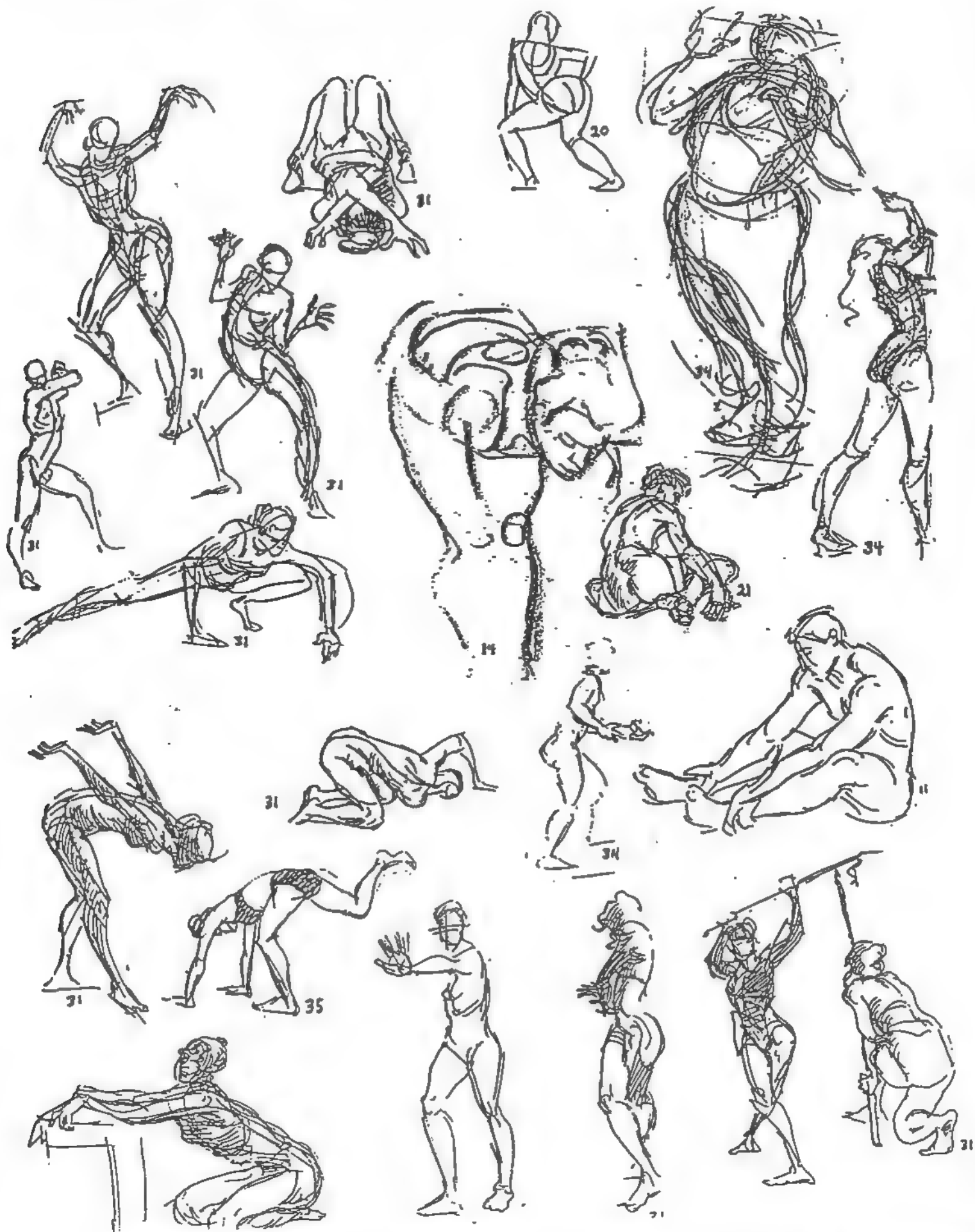
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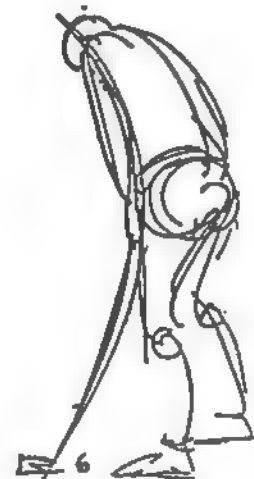
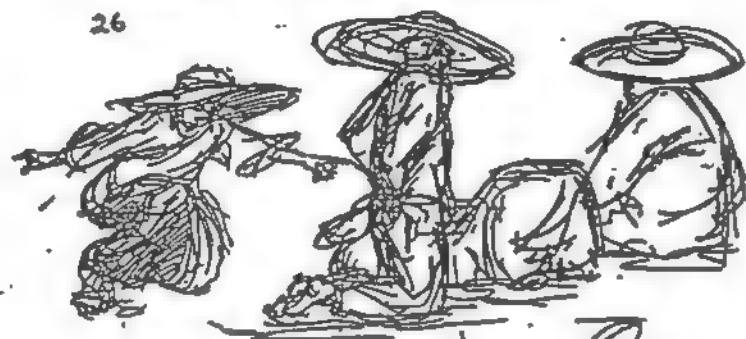
# Gestures and Quick Action Drawings of People

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# Sketchbook Drawings of Various Subjects

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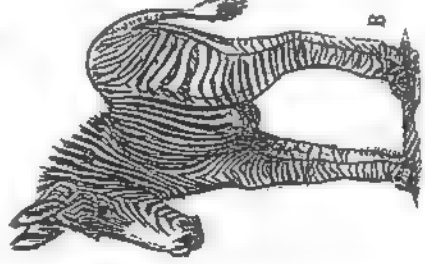
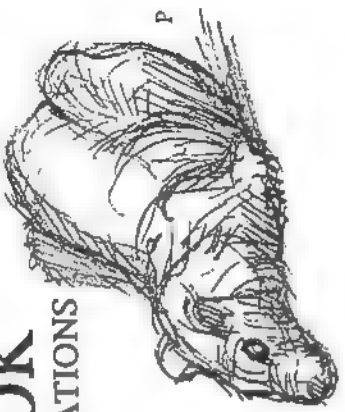
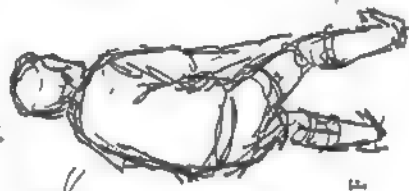
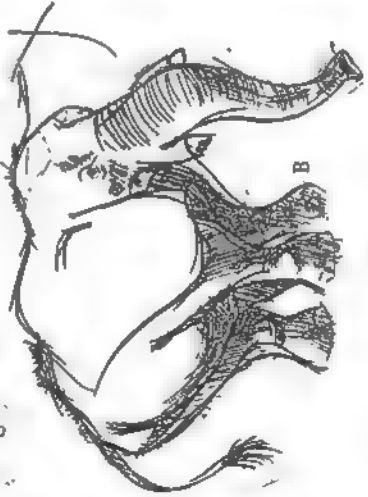
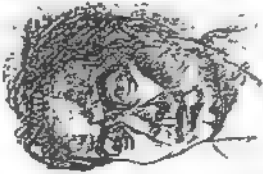
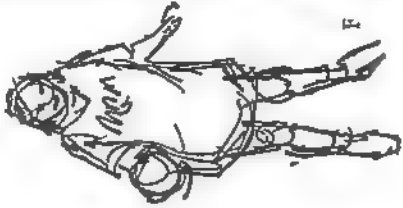
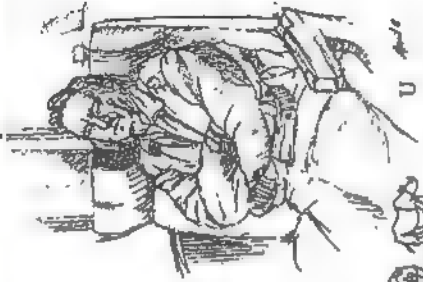




# SKETCHBOOK

NOTATIONS AND OBSERVATIONS

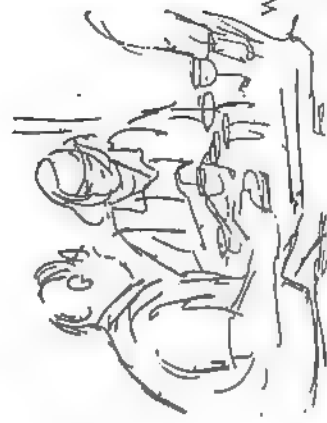
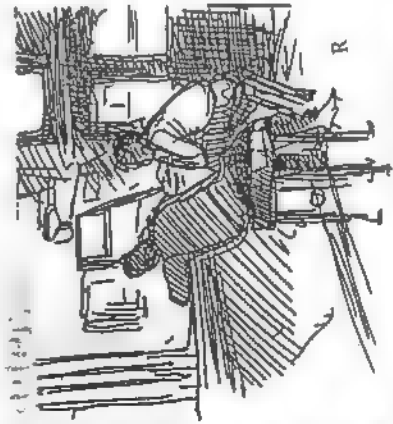
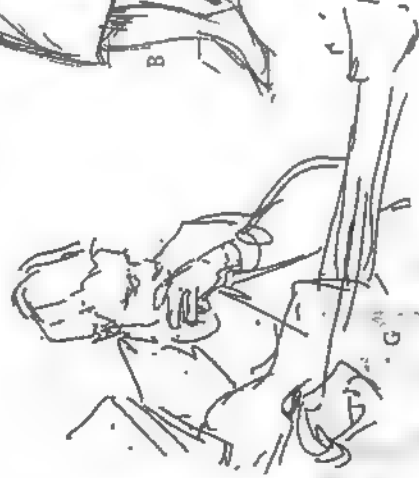
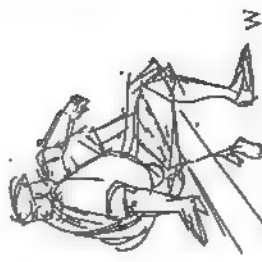
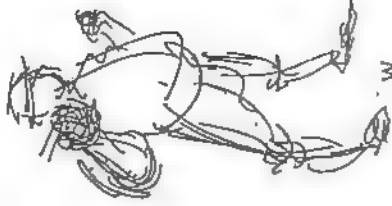
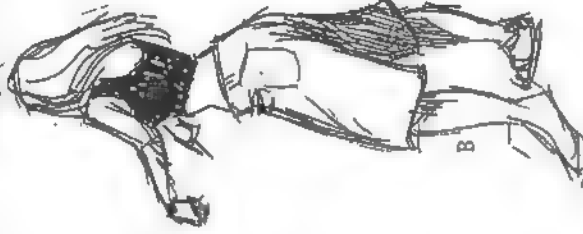
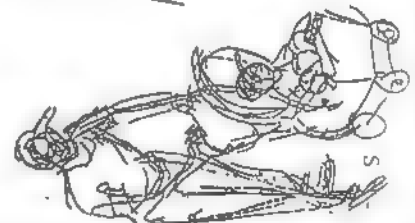
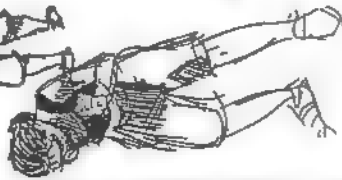
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# SKETCHBOOK

## NOTATIONS AND OBSERVATIONS



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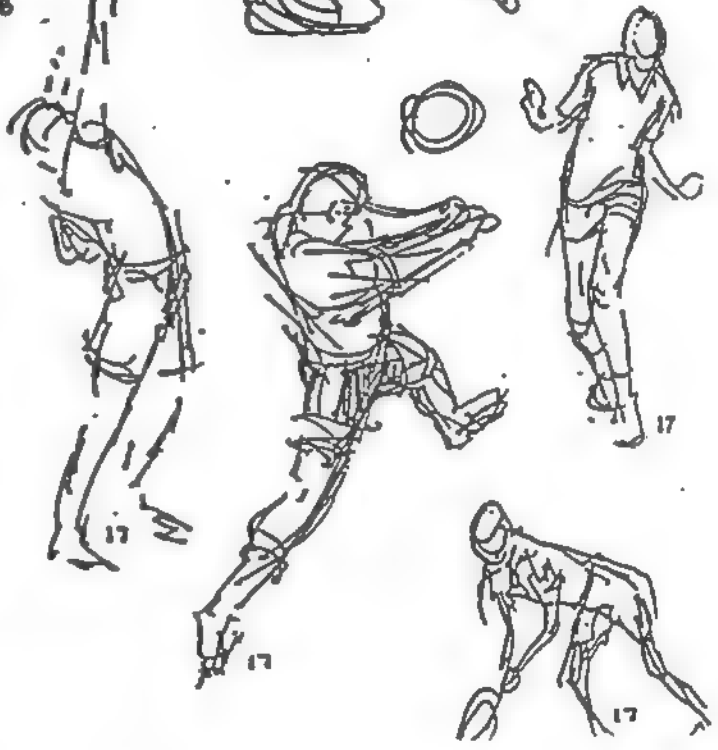
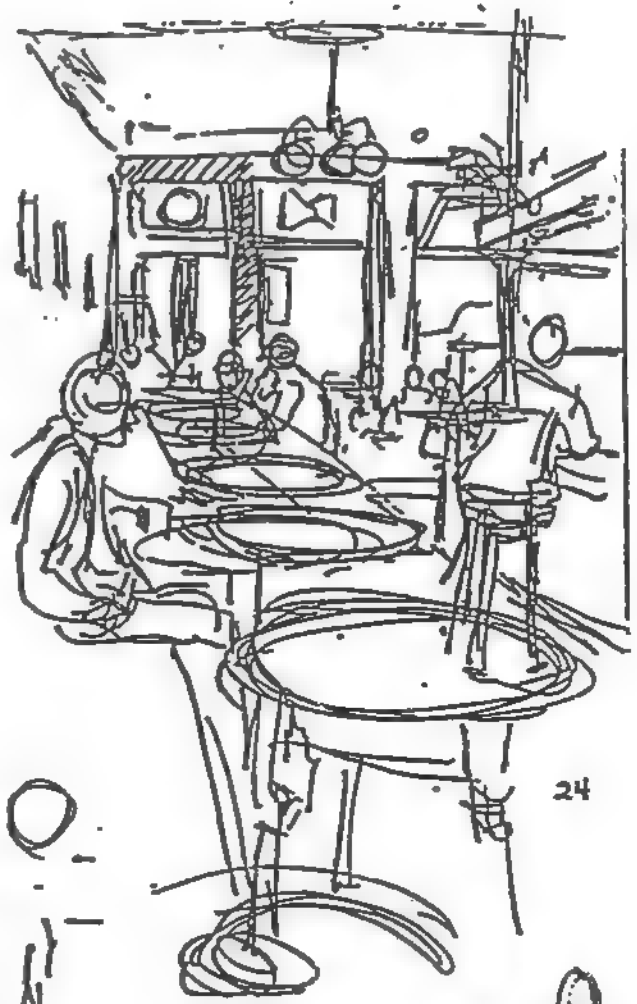
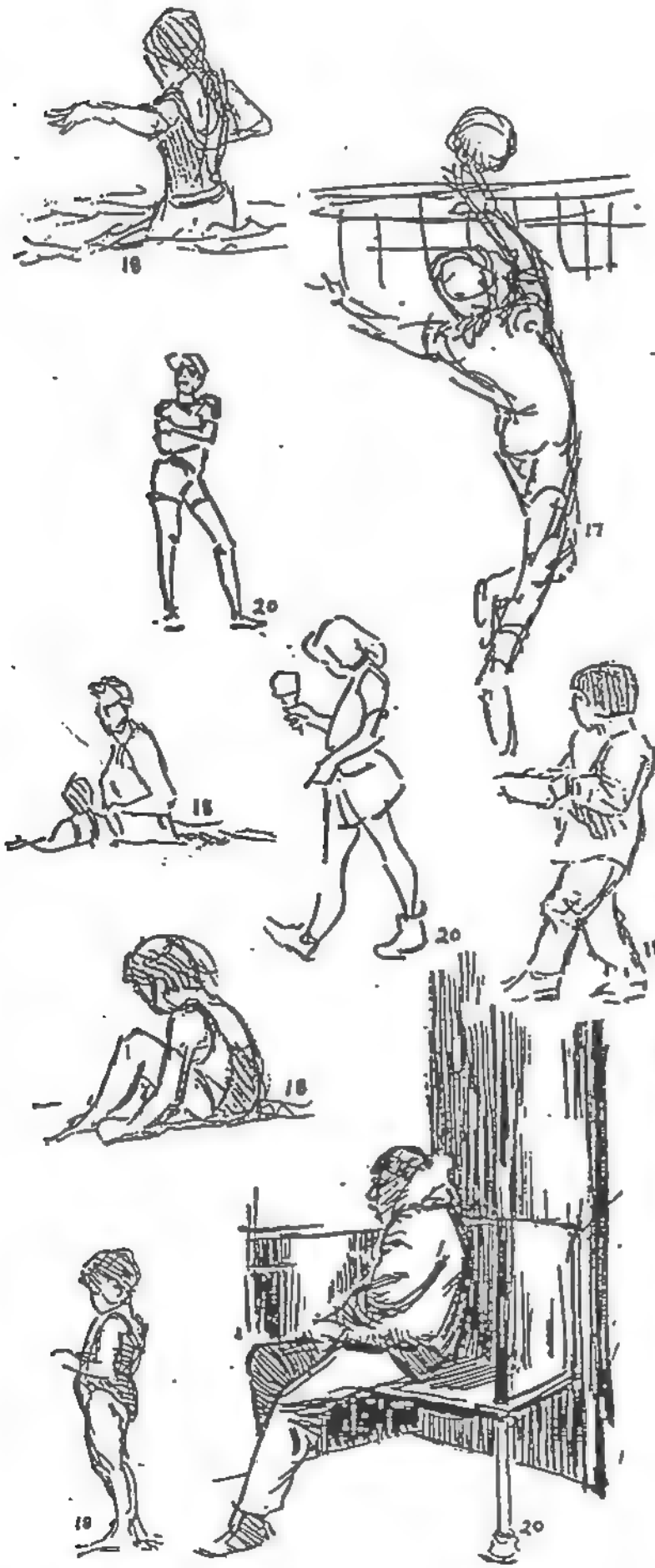
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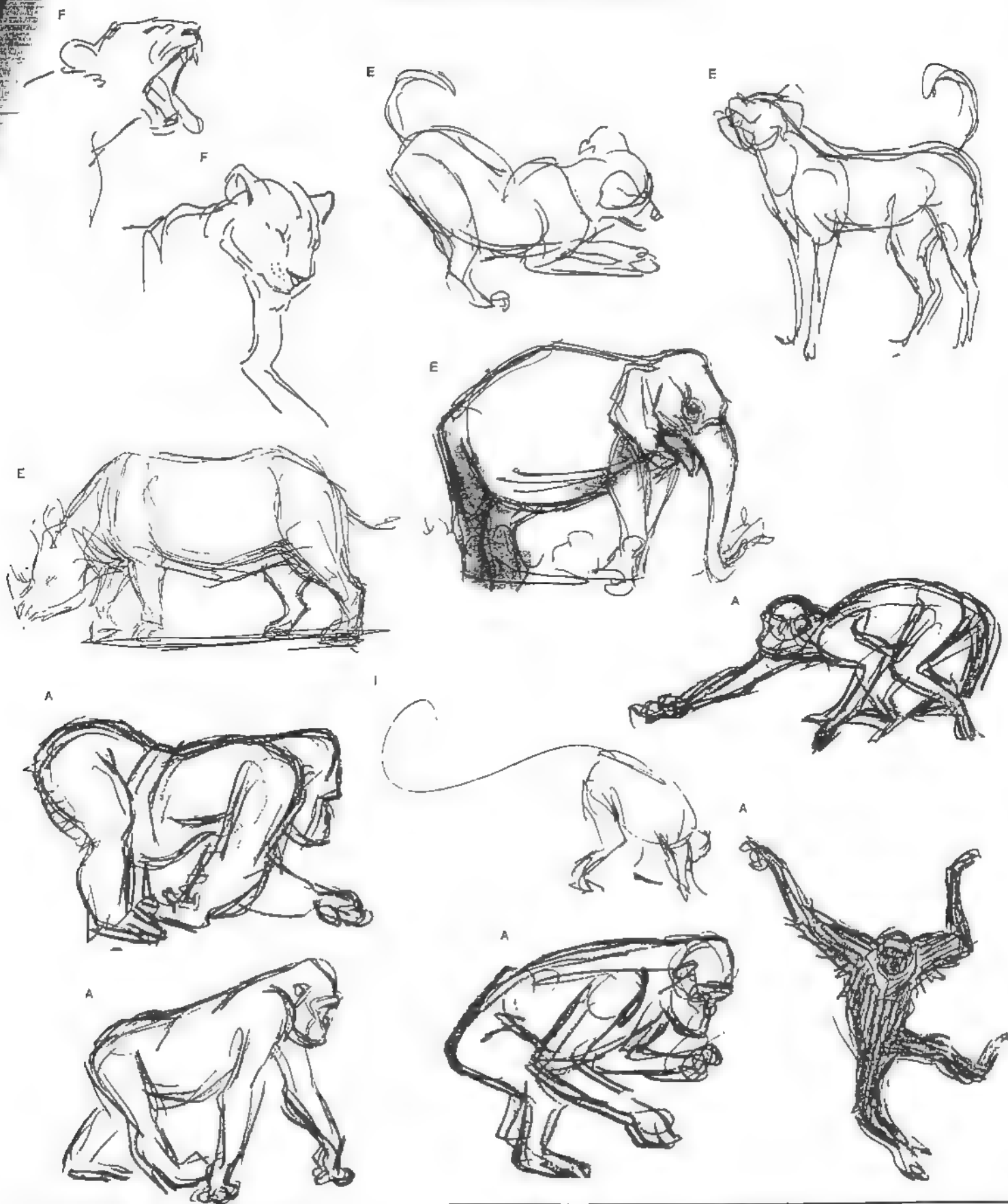




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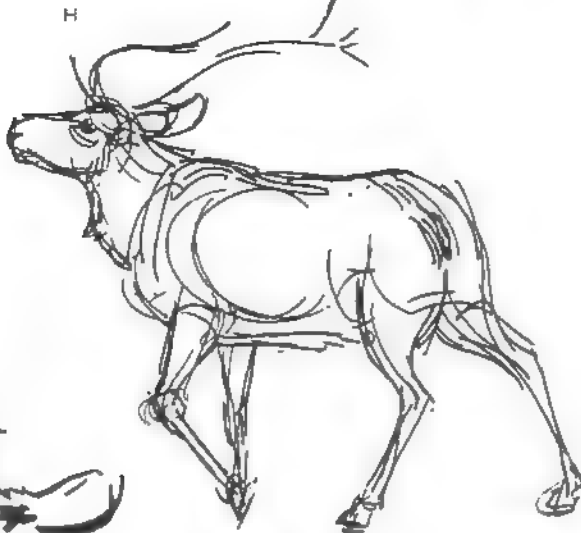
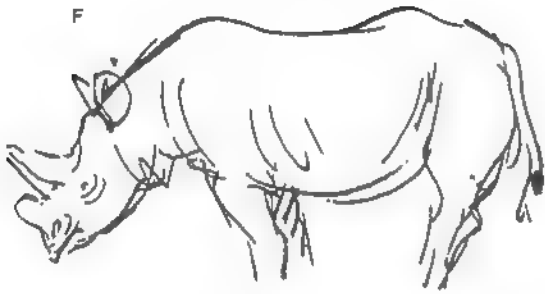
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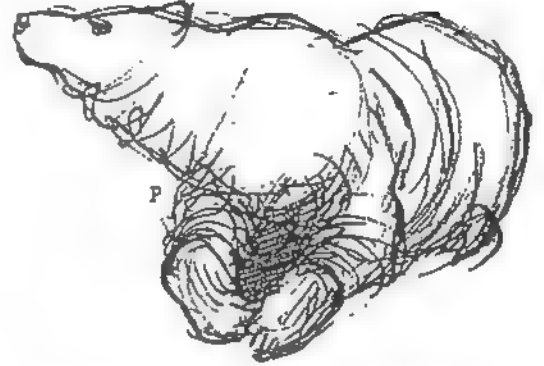
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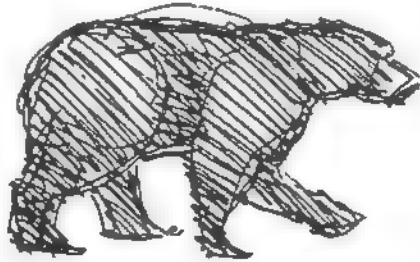
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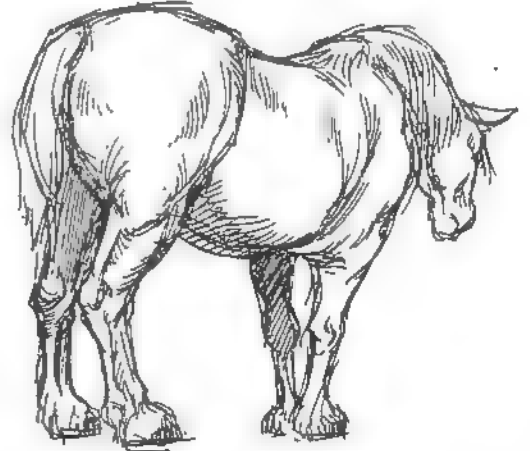
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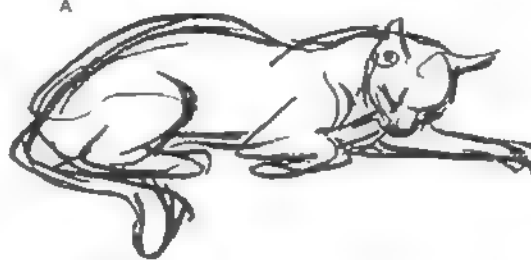
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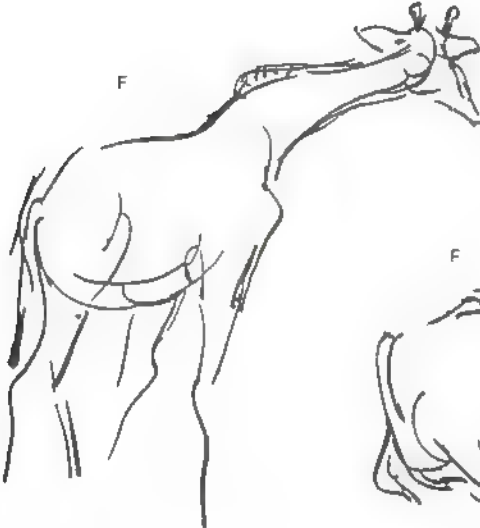
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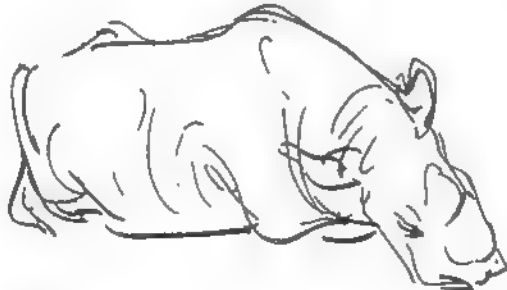
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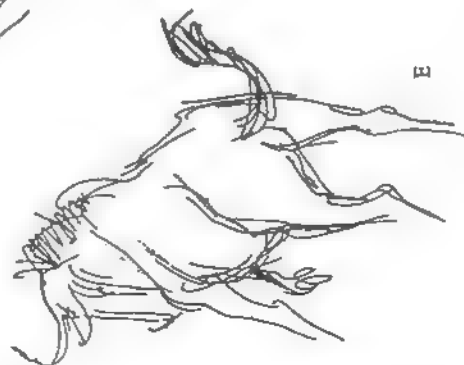


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# ANIMAL QUICK SKETCHES

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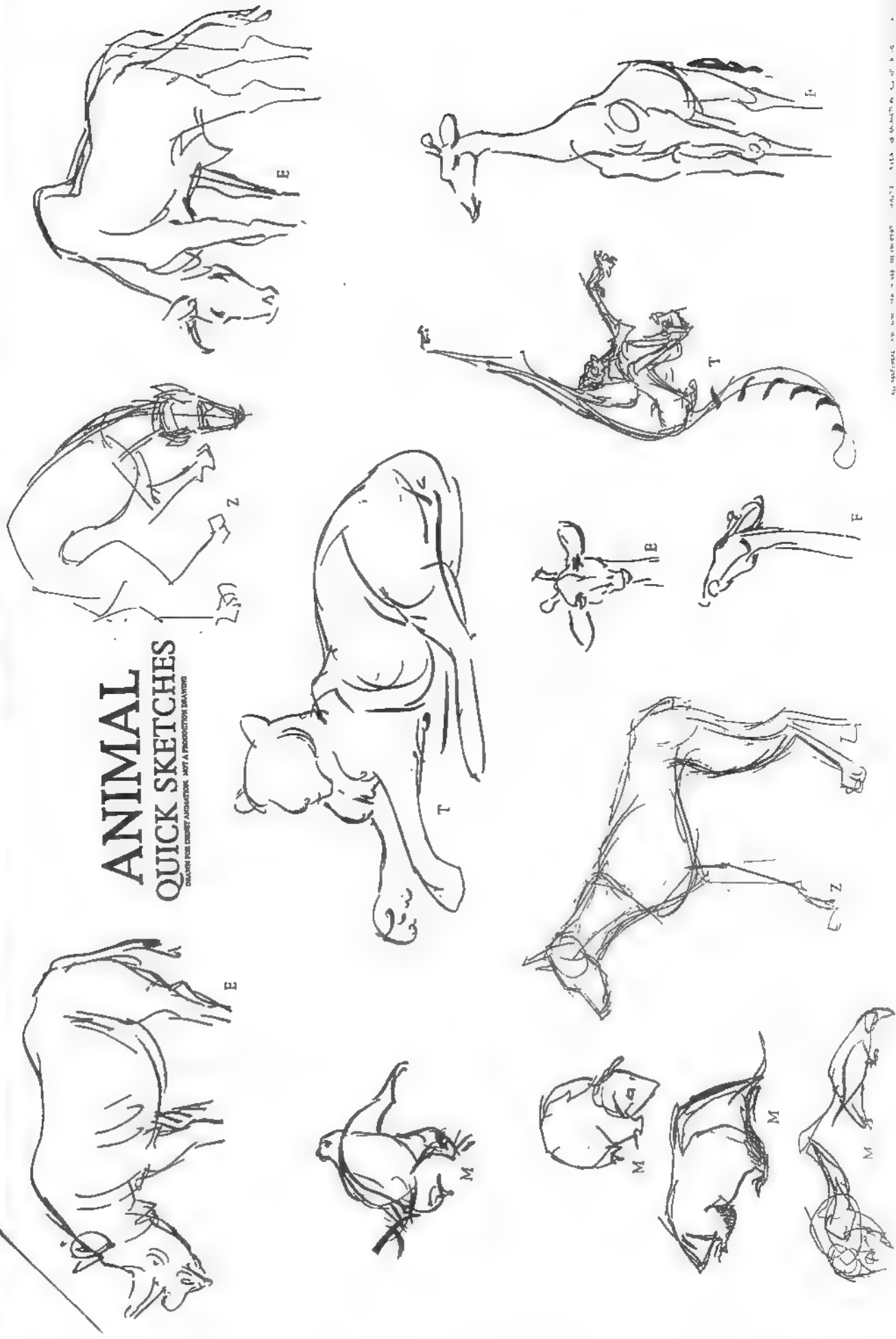


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# ANIMAL QUICK SKETCHES

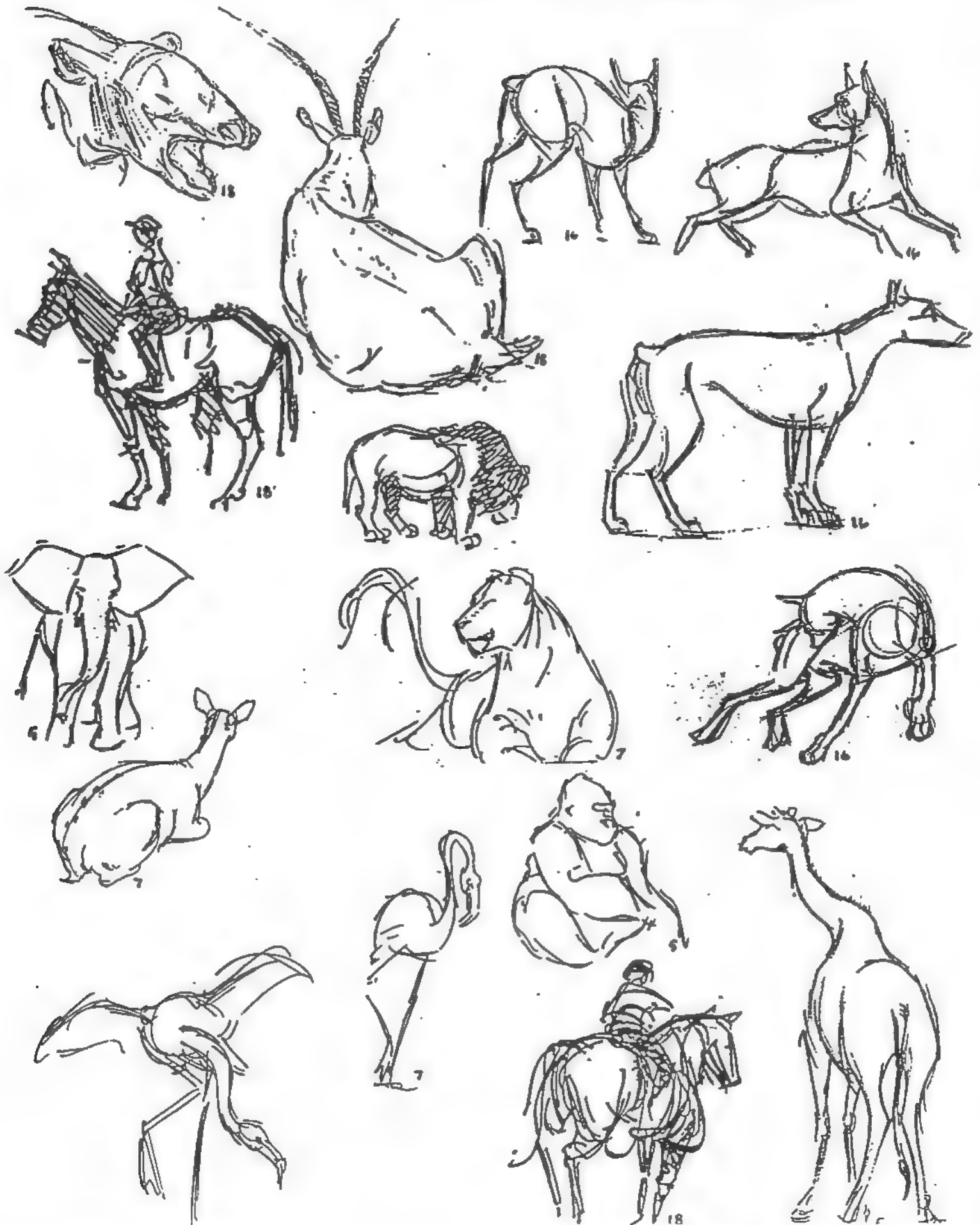
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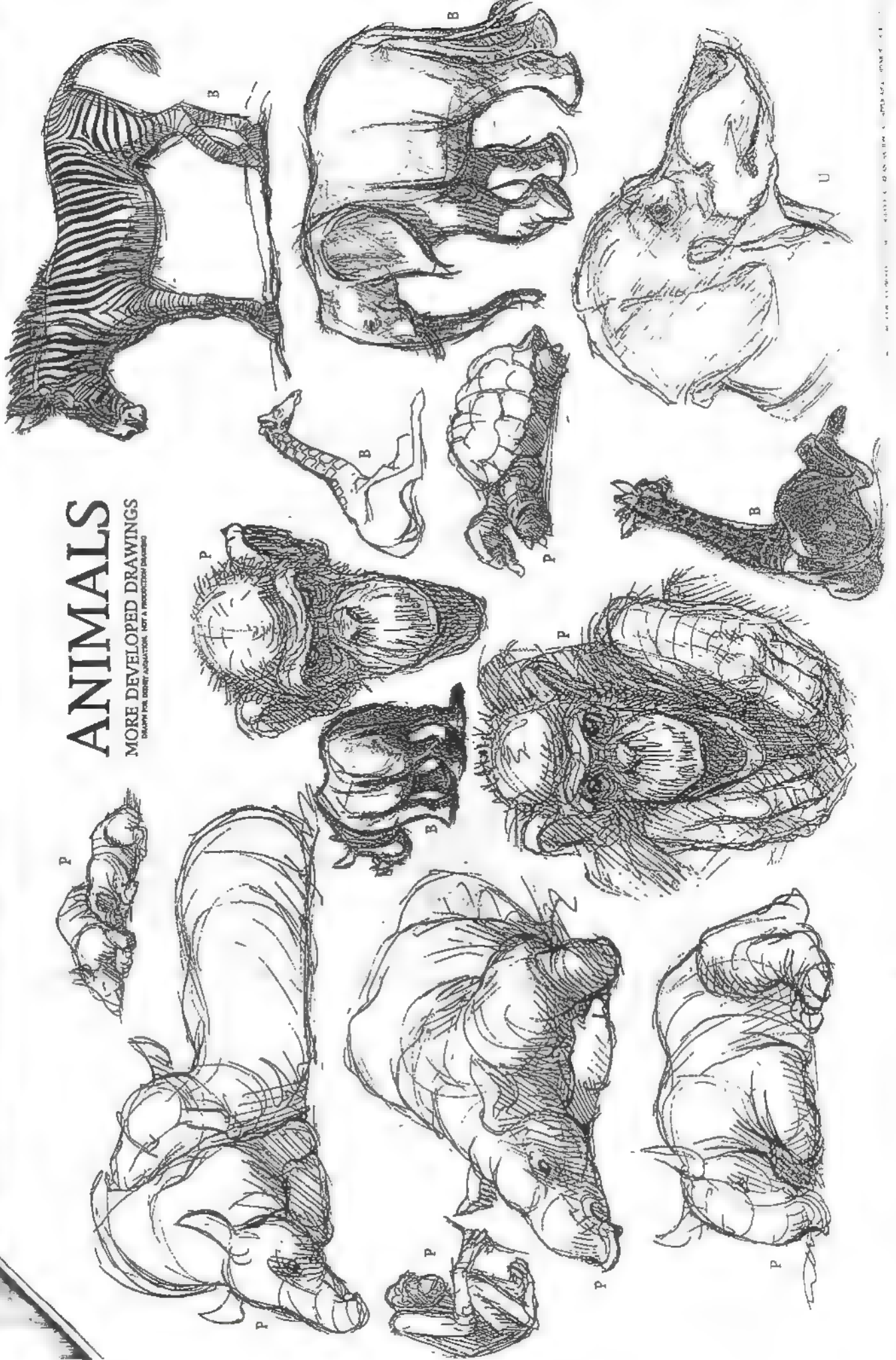
# Gestures and Quick Drawings of Animals

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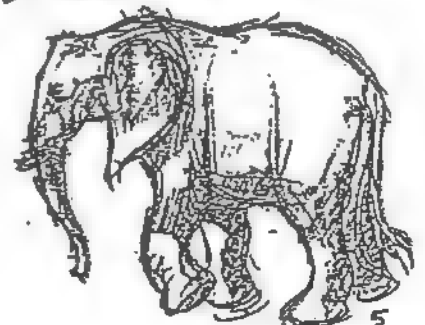
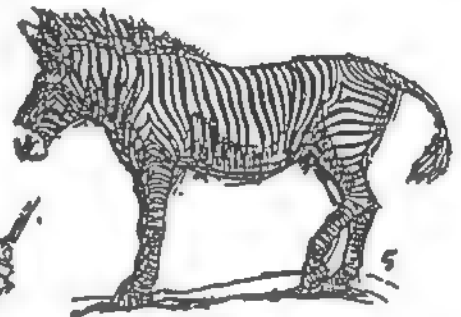
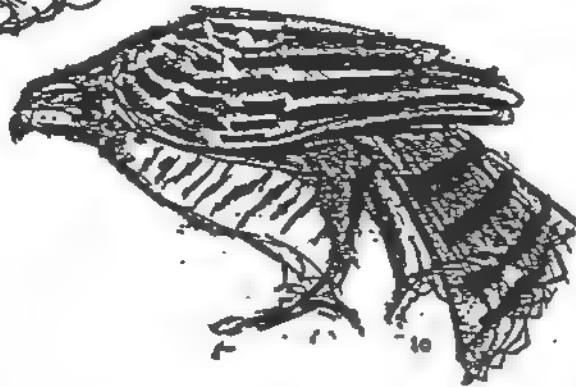
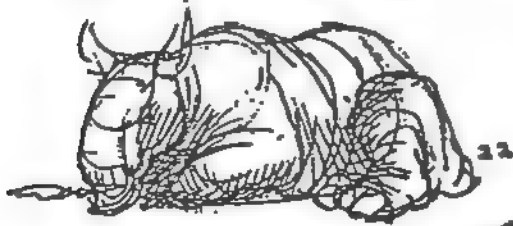
# ANIMALS

MORE DEVELOPED DRAWINGS  
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# More Refined Drawings of Animals

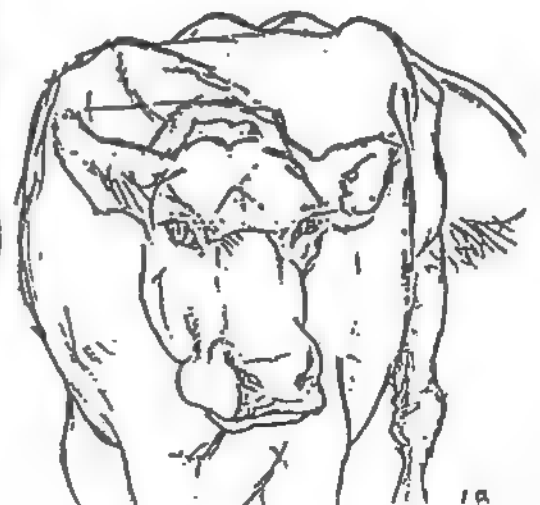
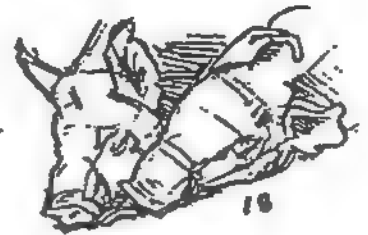
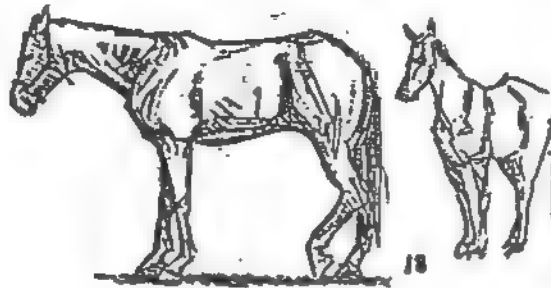
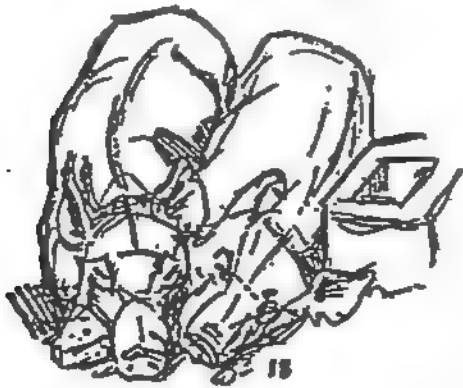
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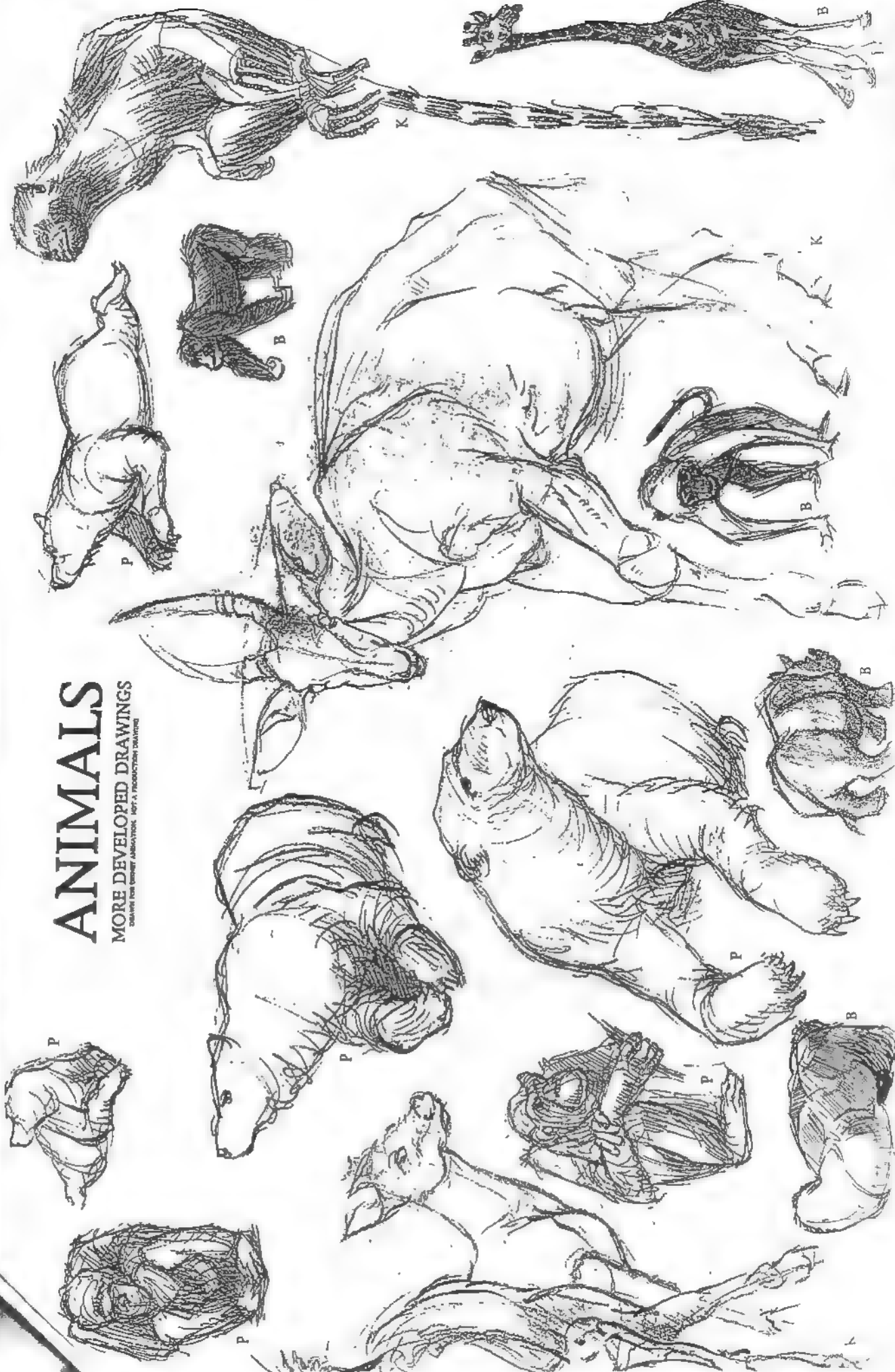
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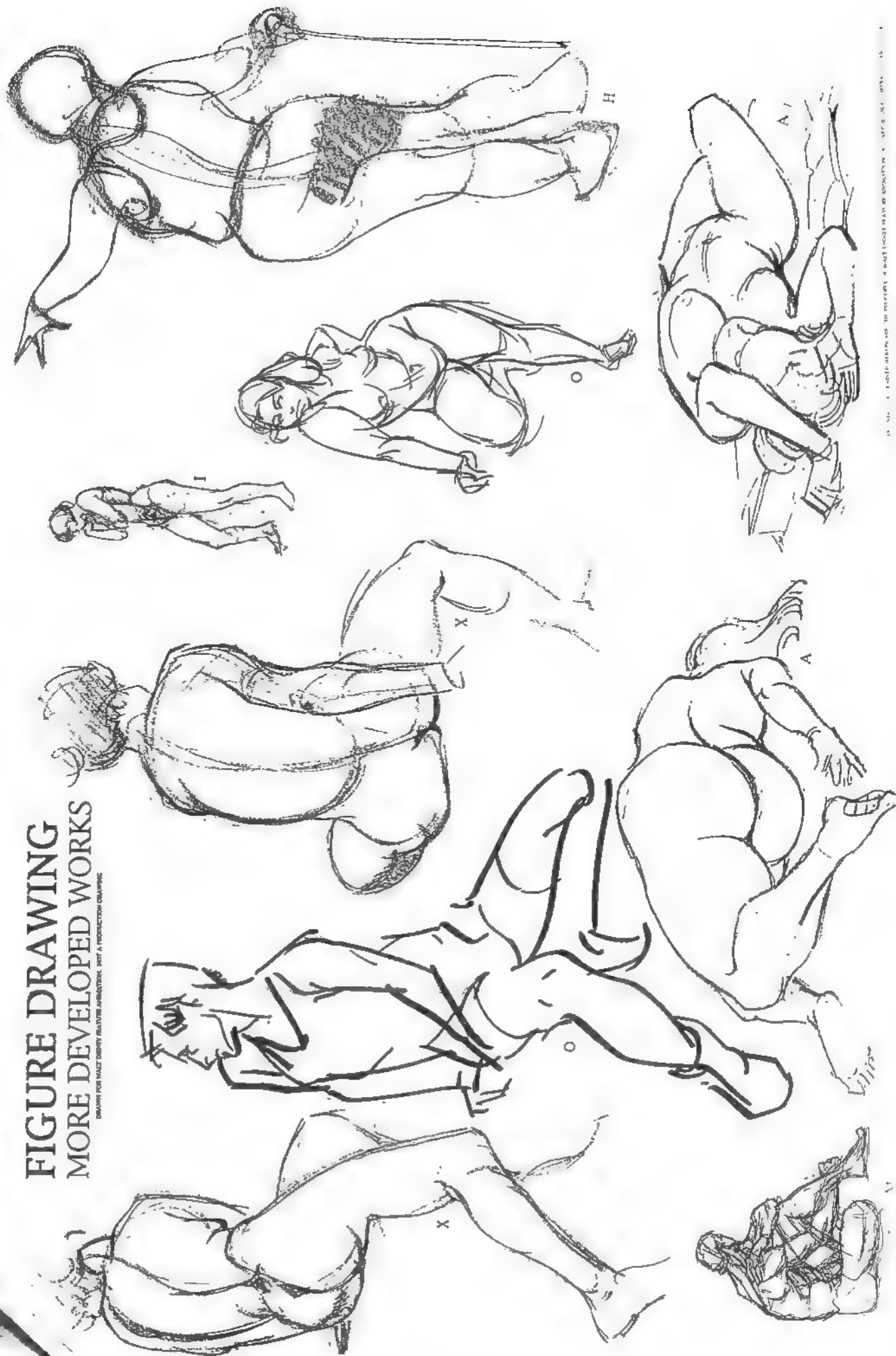
# ANIMALS

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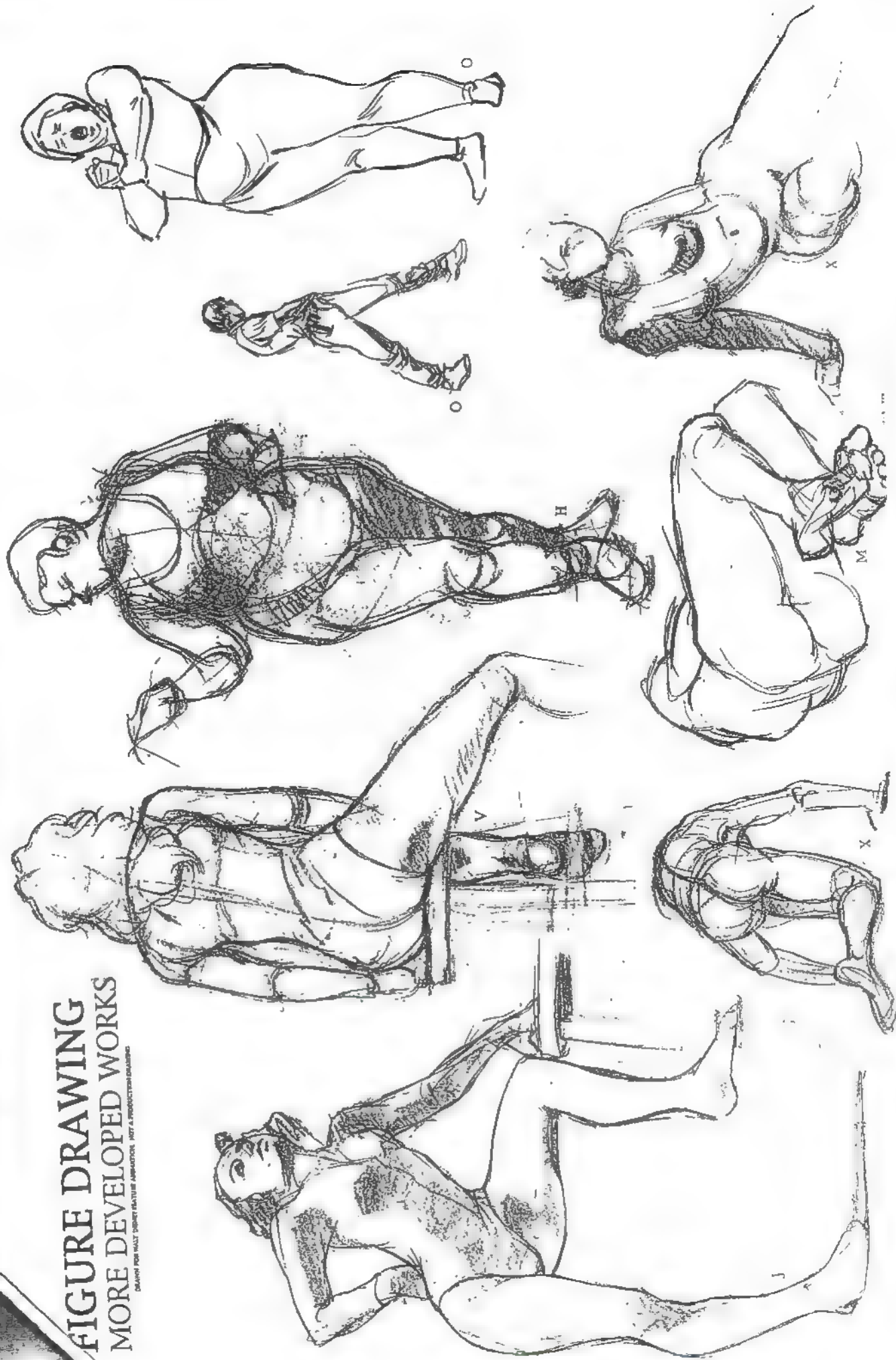
DRAWING FOR MAINTAINING THEORY, PRACTICE, AND A PROFESSIONAL CHALLENGE





# FIGURE DRAWING MORE DEVELOPED WORKS

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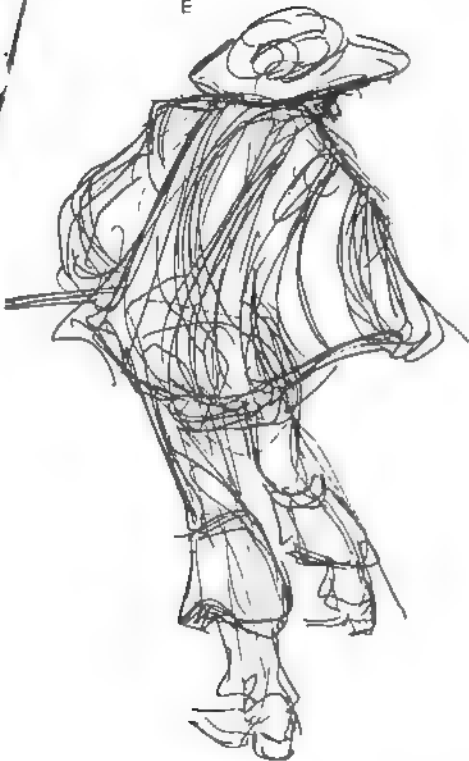




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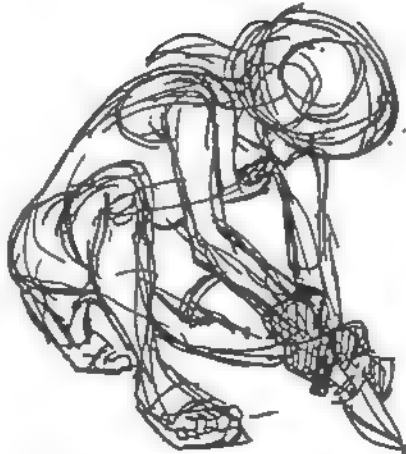
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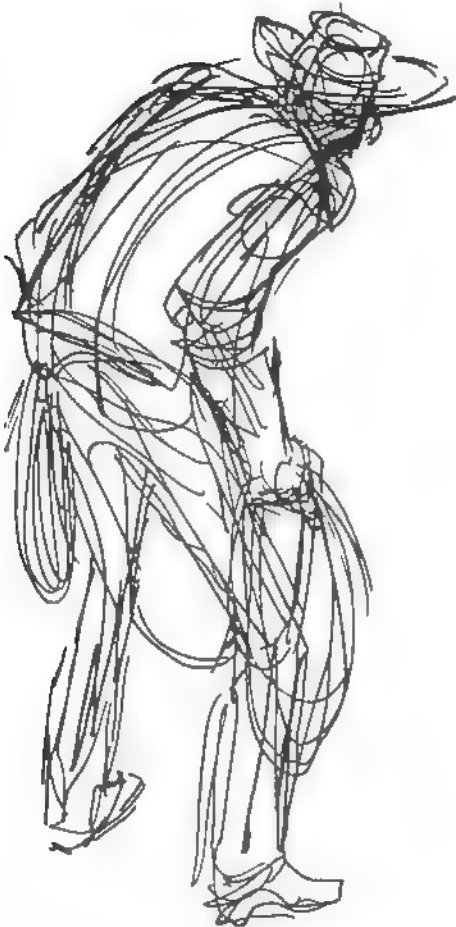
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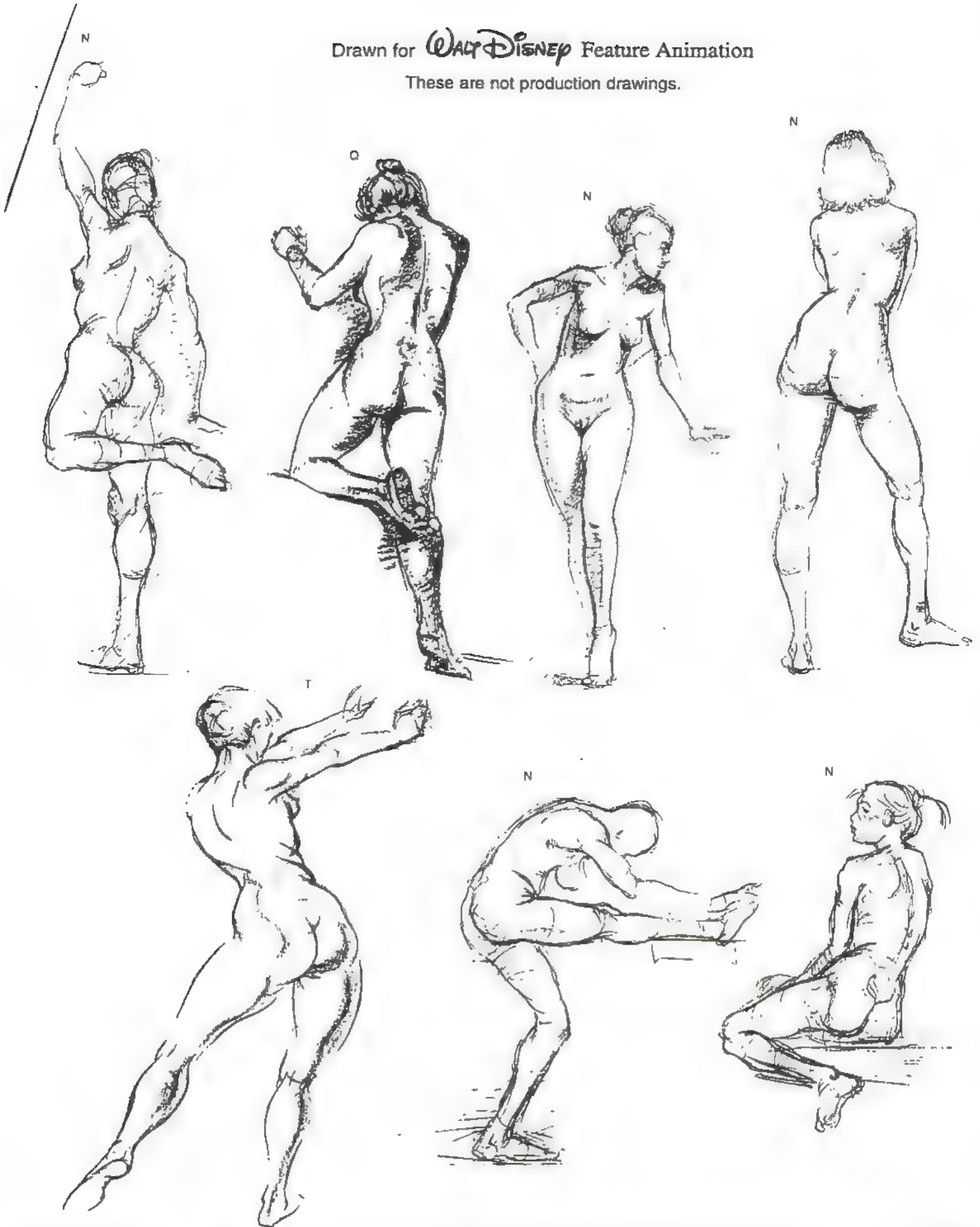
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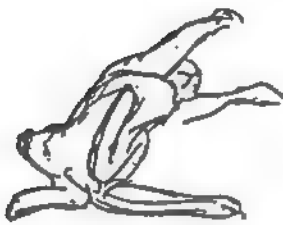
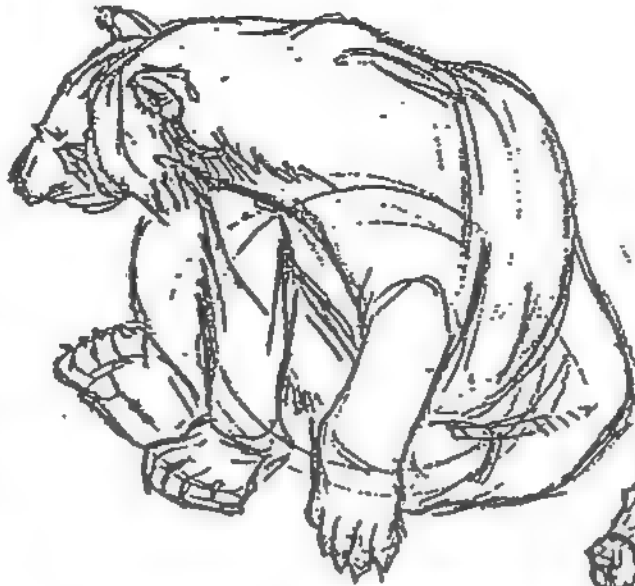
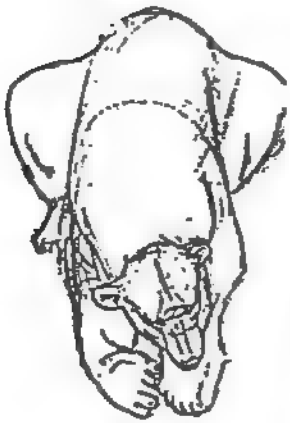
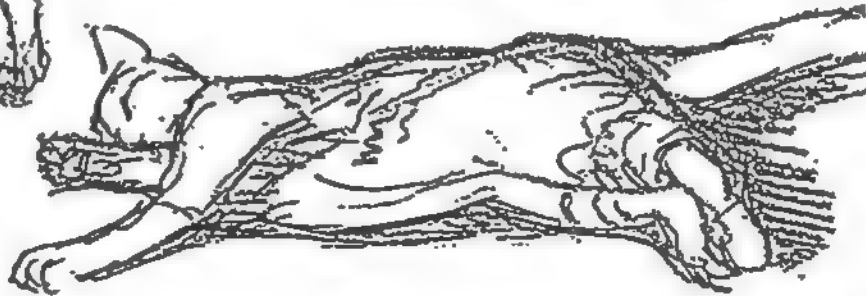
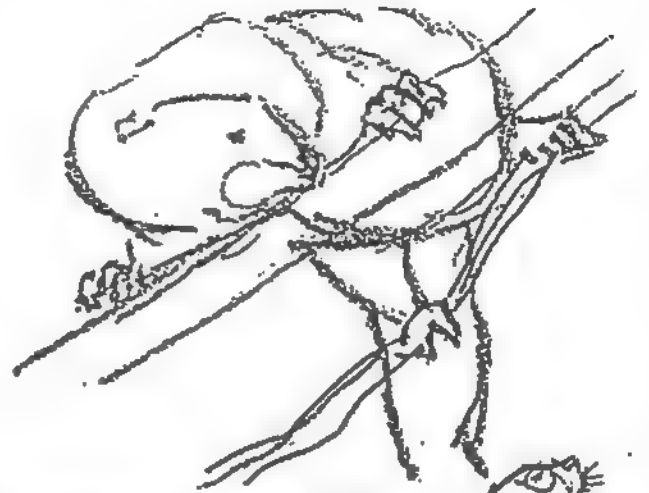
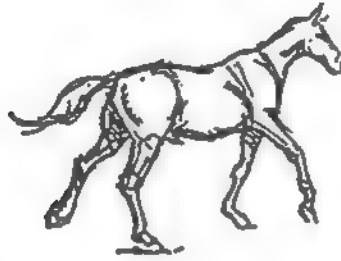


# Gestures and Quick Drawings of Animals

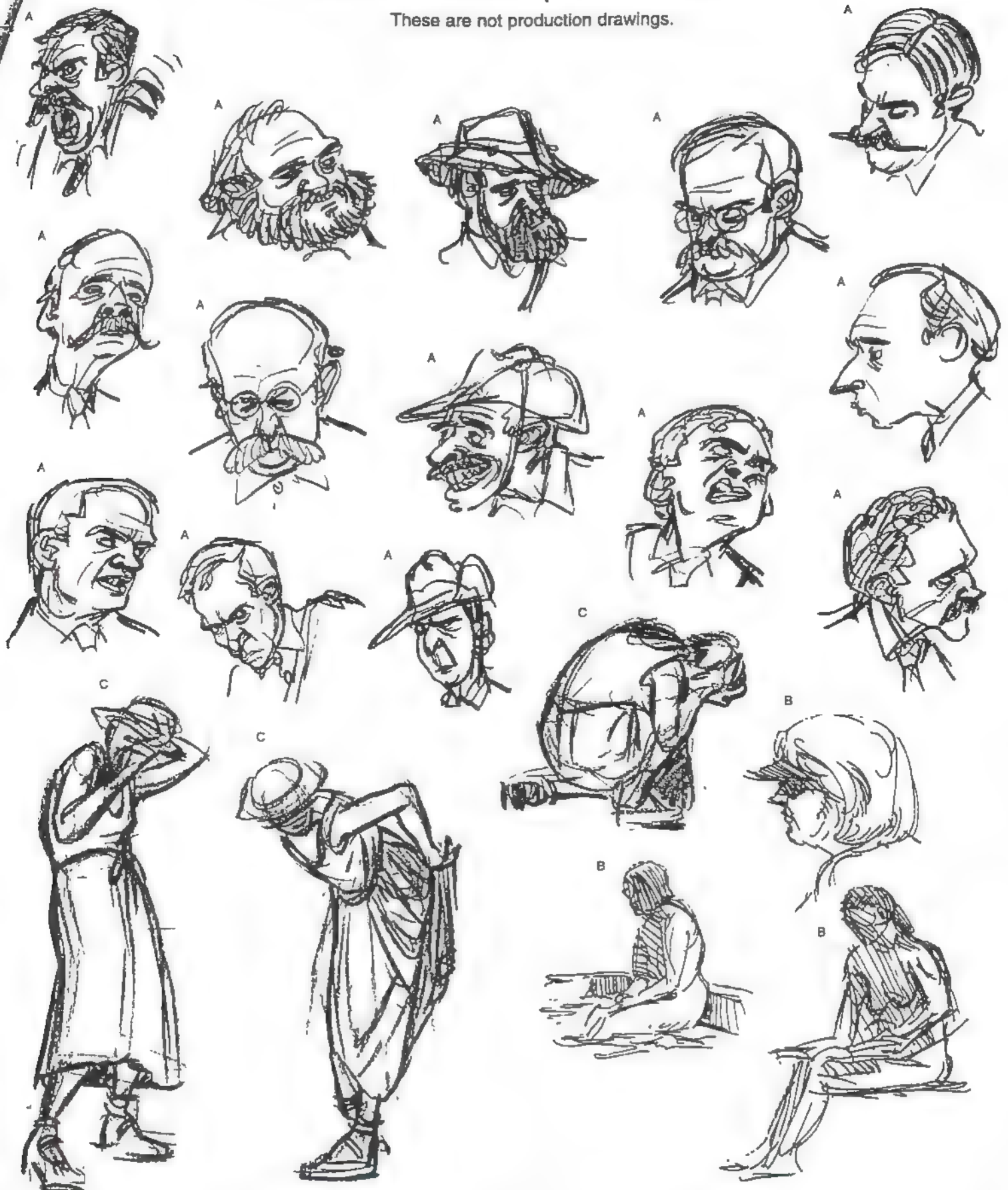
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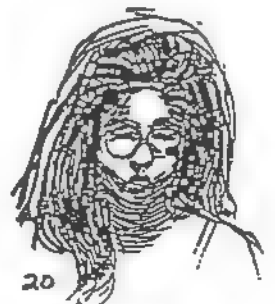
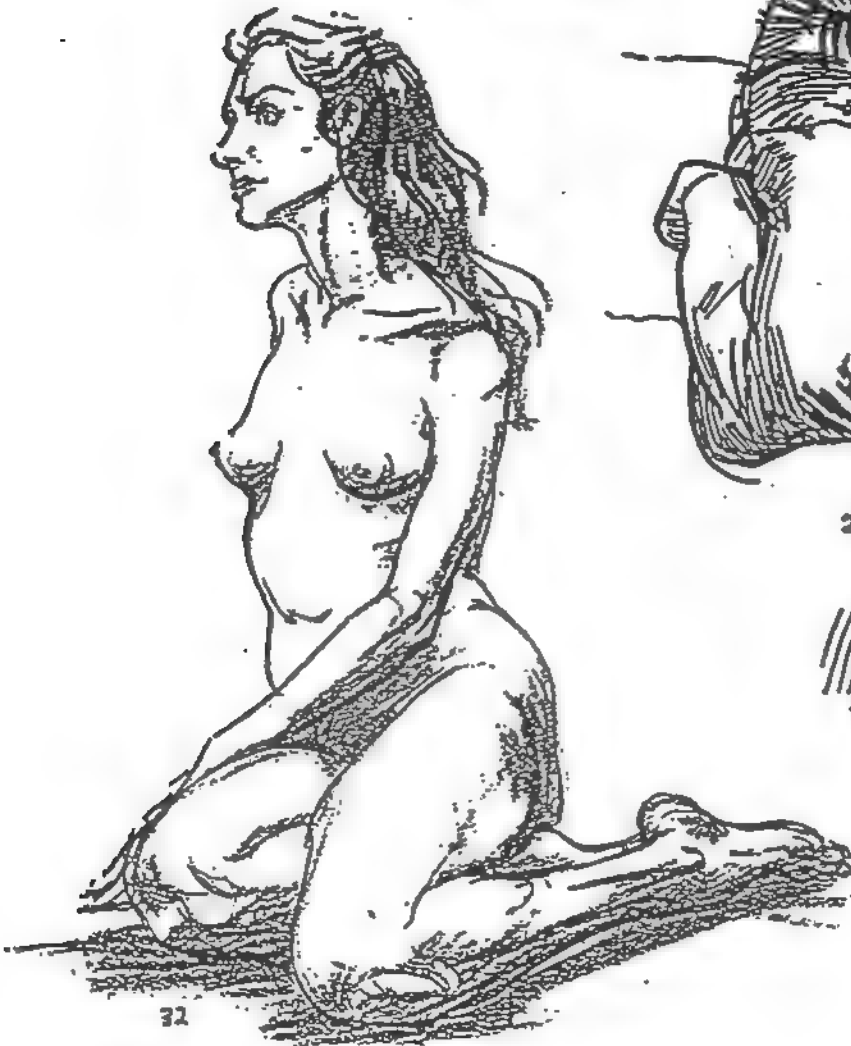


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# Refined Drawings

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# Refined Drawings

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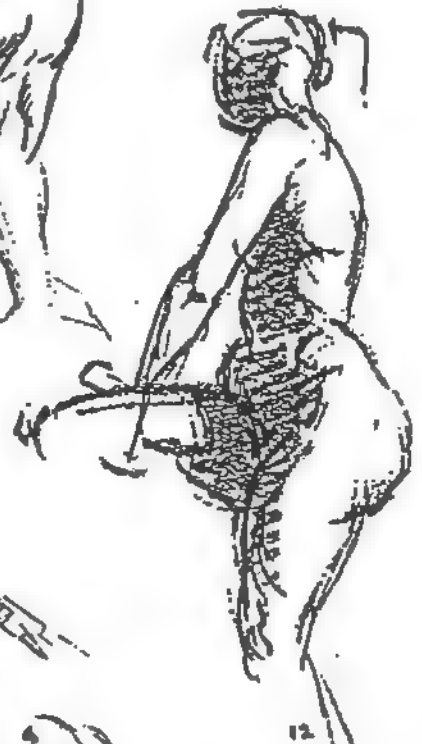


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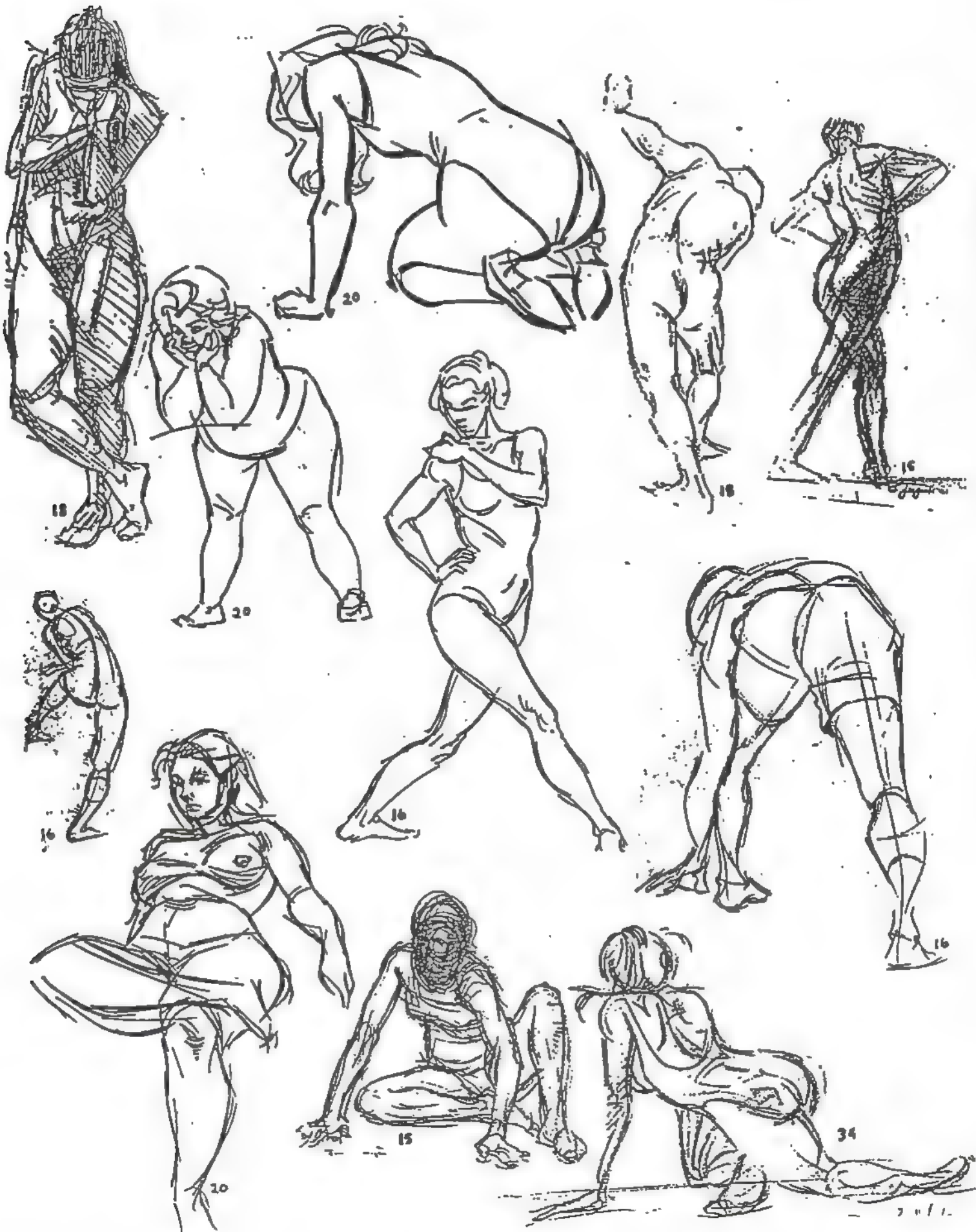
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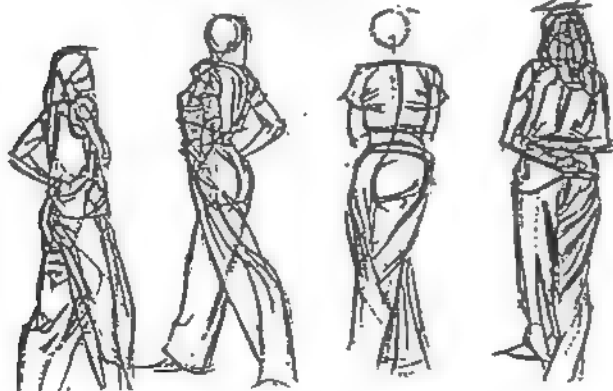
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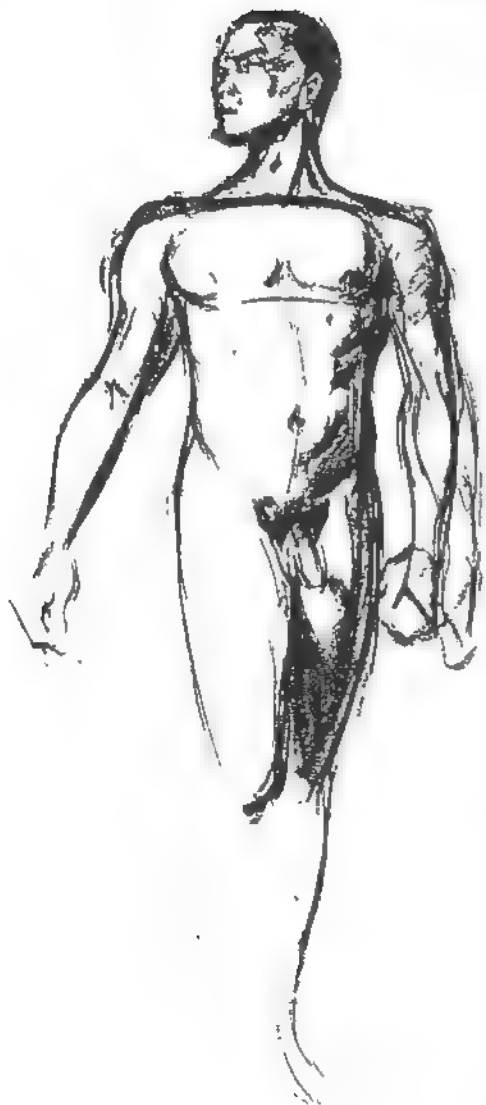


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Drawn for *Walt Disney* Feature Animation

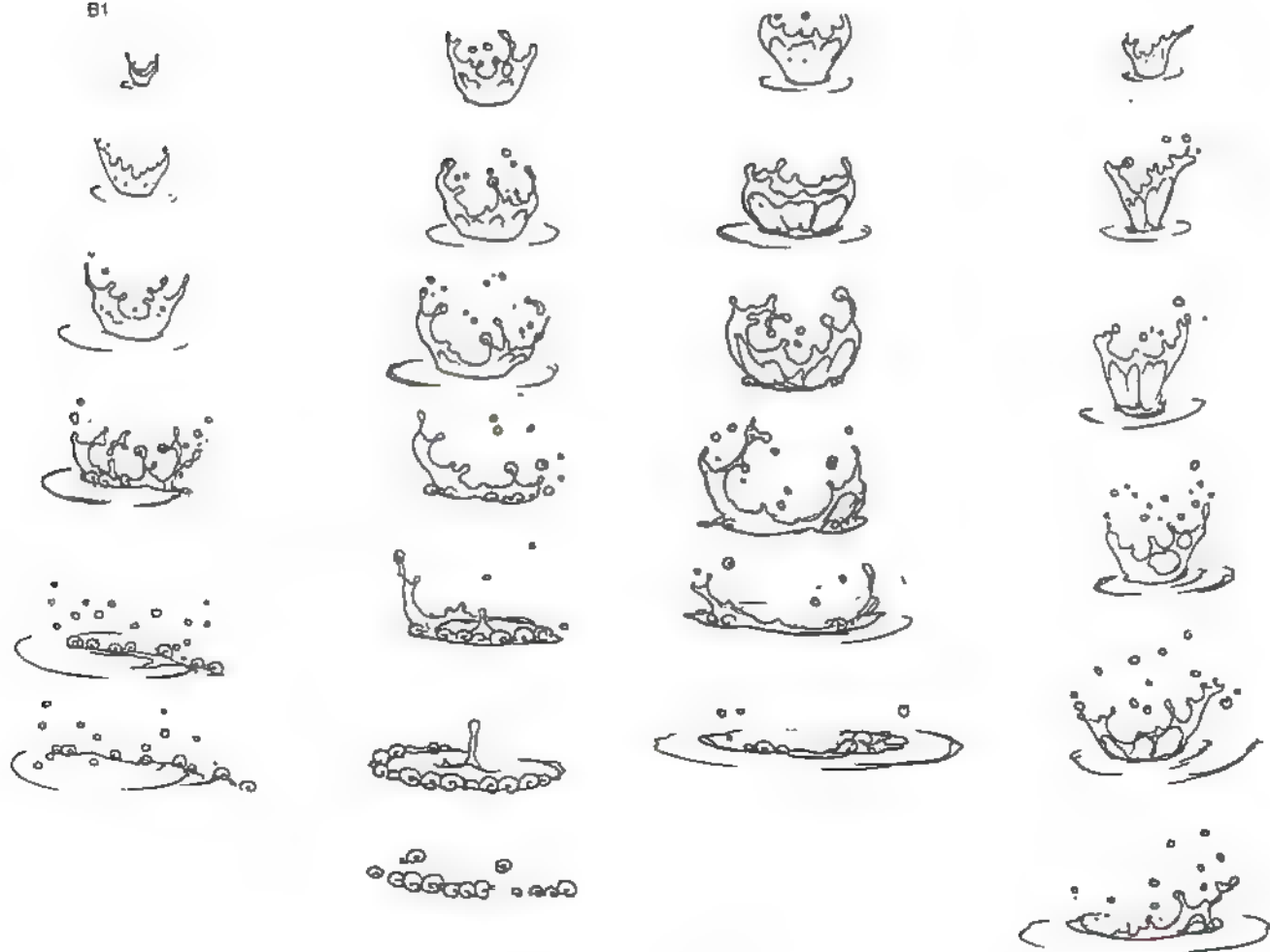
L

These are not production drawings.

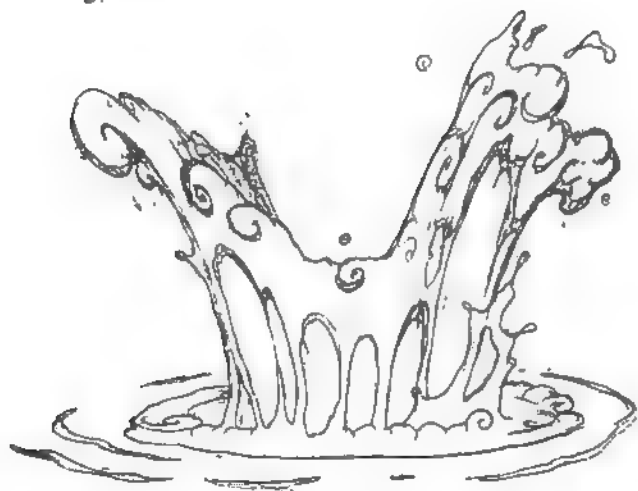


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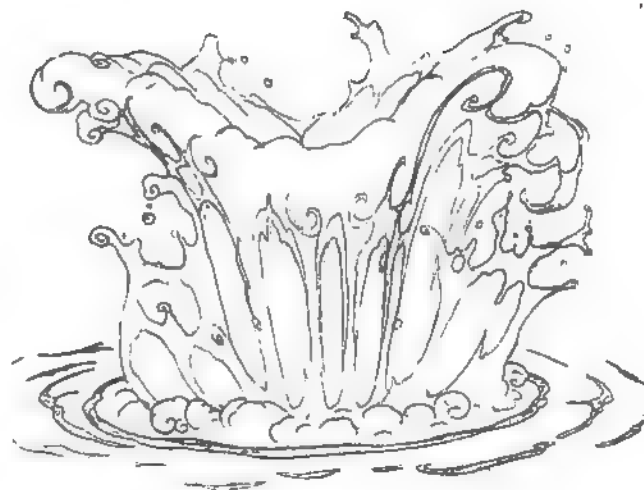
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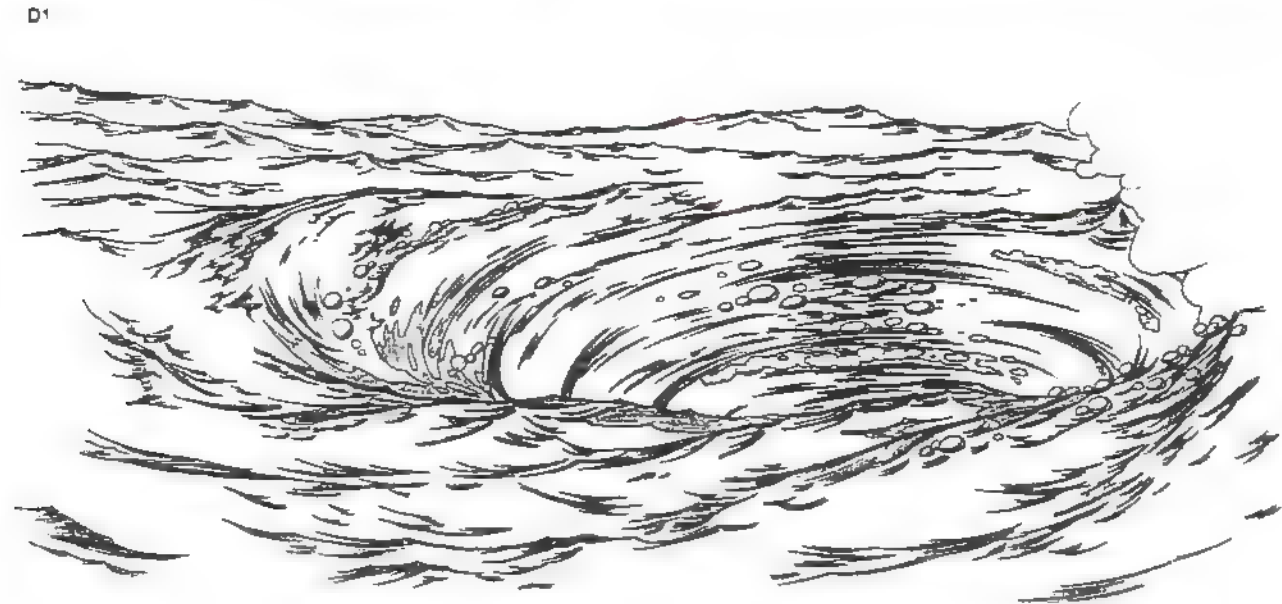
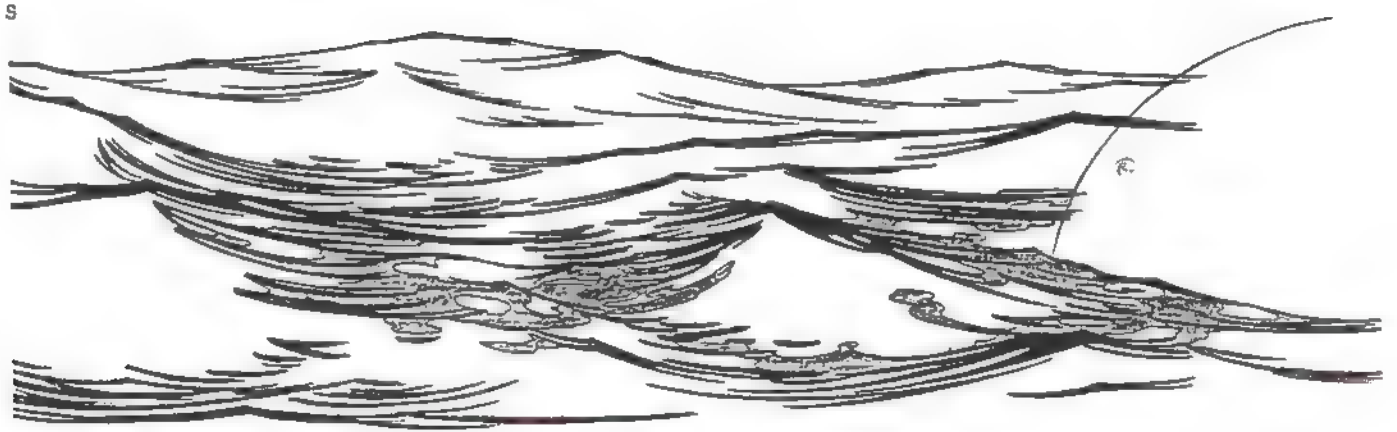
B1



B1



Drawn for **WALT DISNEY** Feature Animation  
These are not production drawings.



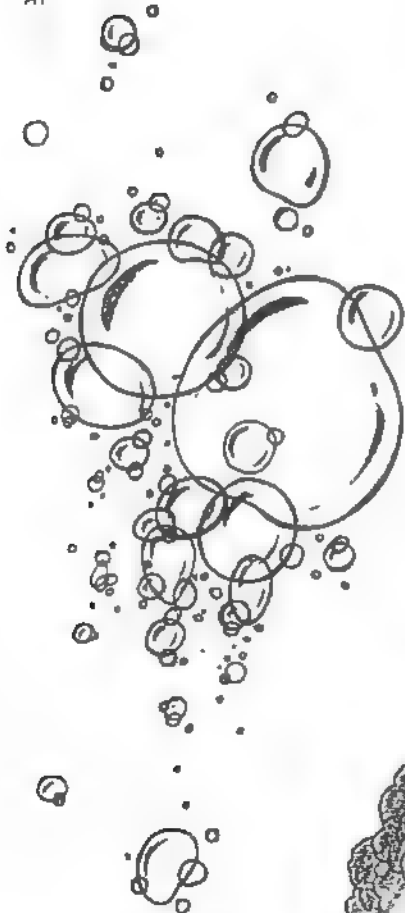
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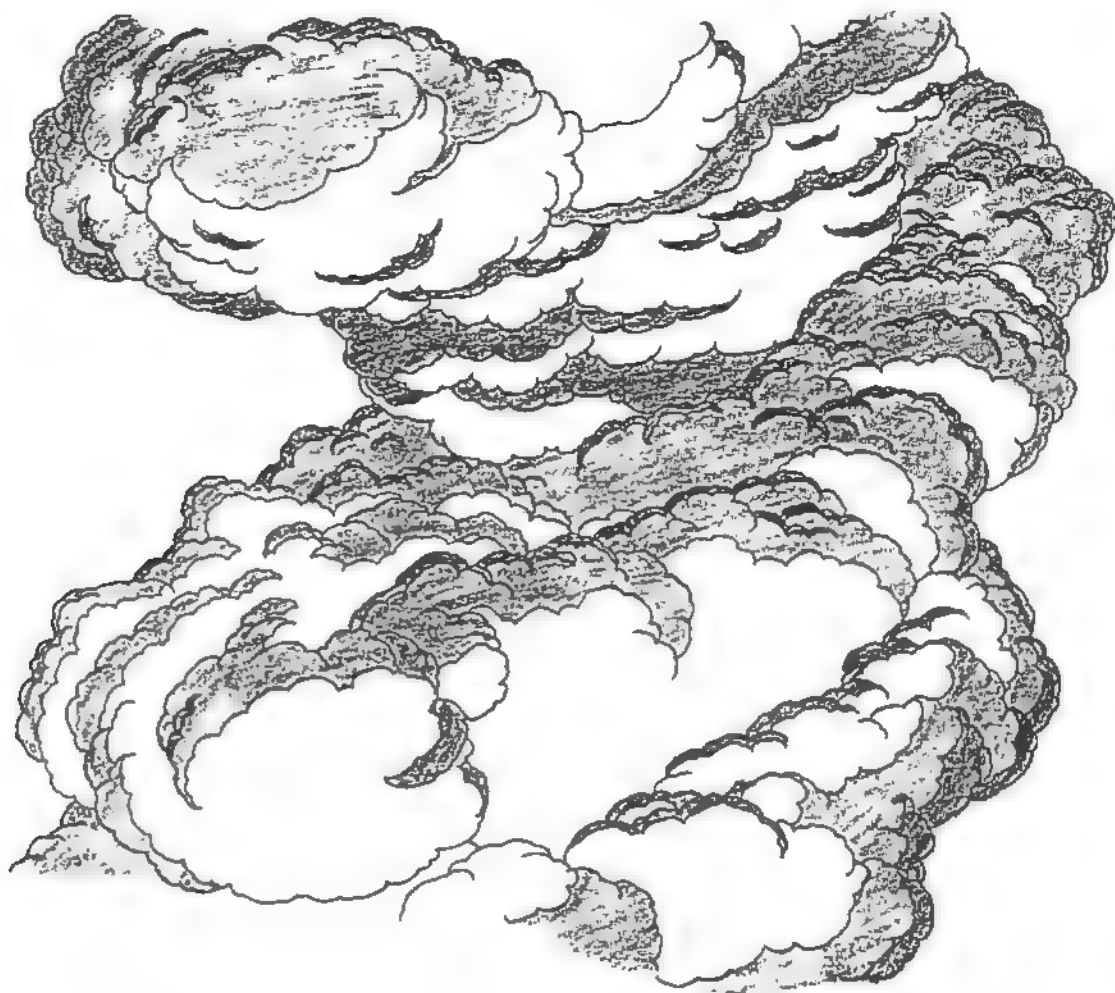
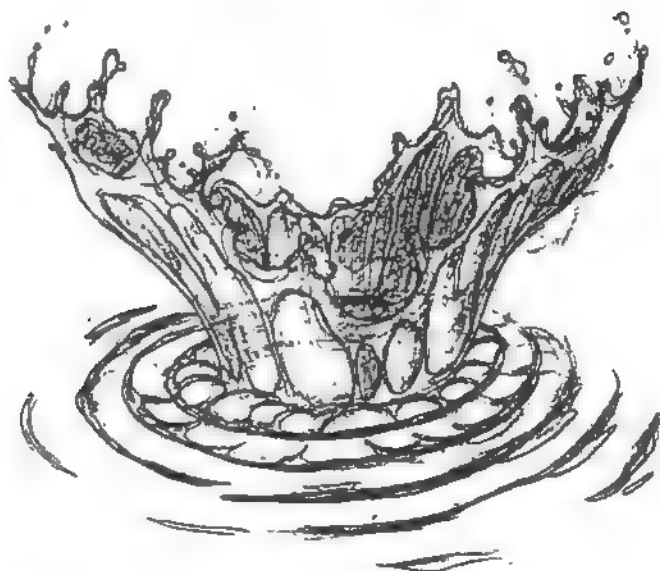


These are not production drawings.

A1

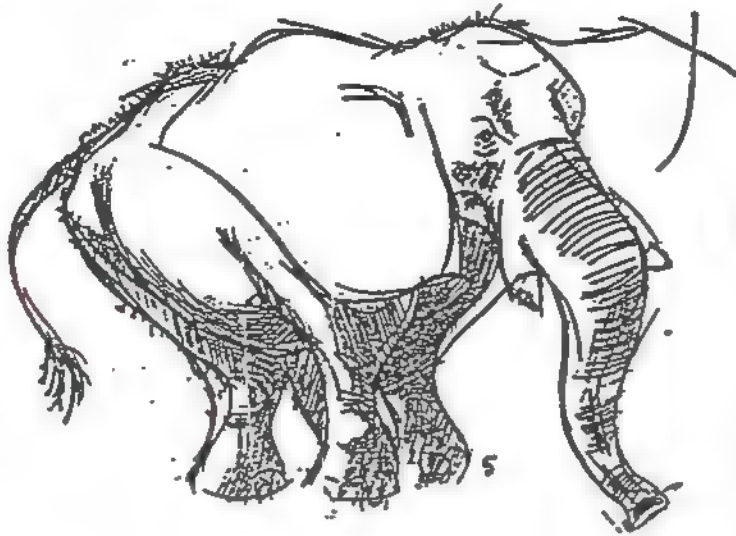


B1



# Sketchbook Drawings from the Imagination

Drawn for Walt Disney Feature Animation training. These are not production Drawings. Property of WDFA. All applicable copyrights are Reserved.



A FEW MOVING WATER...



Can't we just ask of  
them to get the "Water"  
into their own water?  
But the "Water" is  
not the same, and we  
don't want to risk it  
being lost.

I AM  
BORED....



















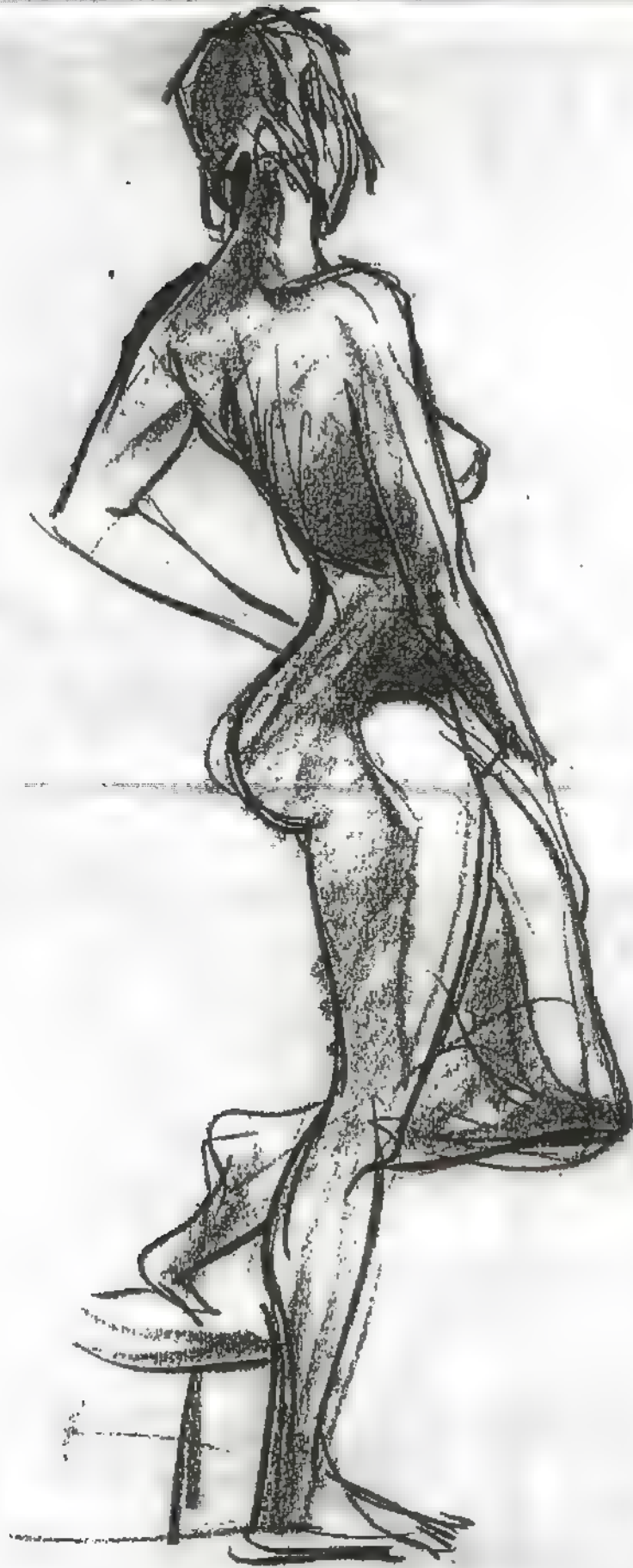






















G. G.

3-15-93

































Q.162  
2.15.93

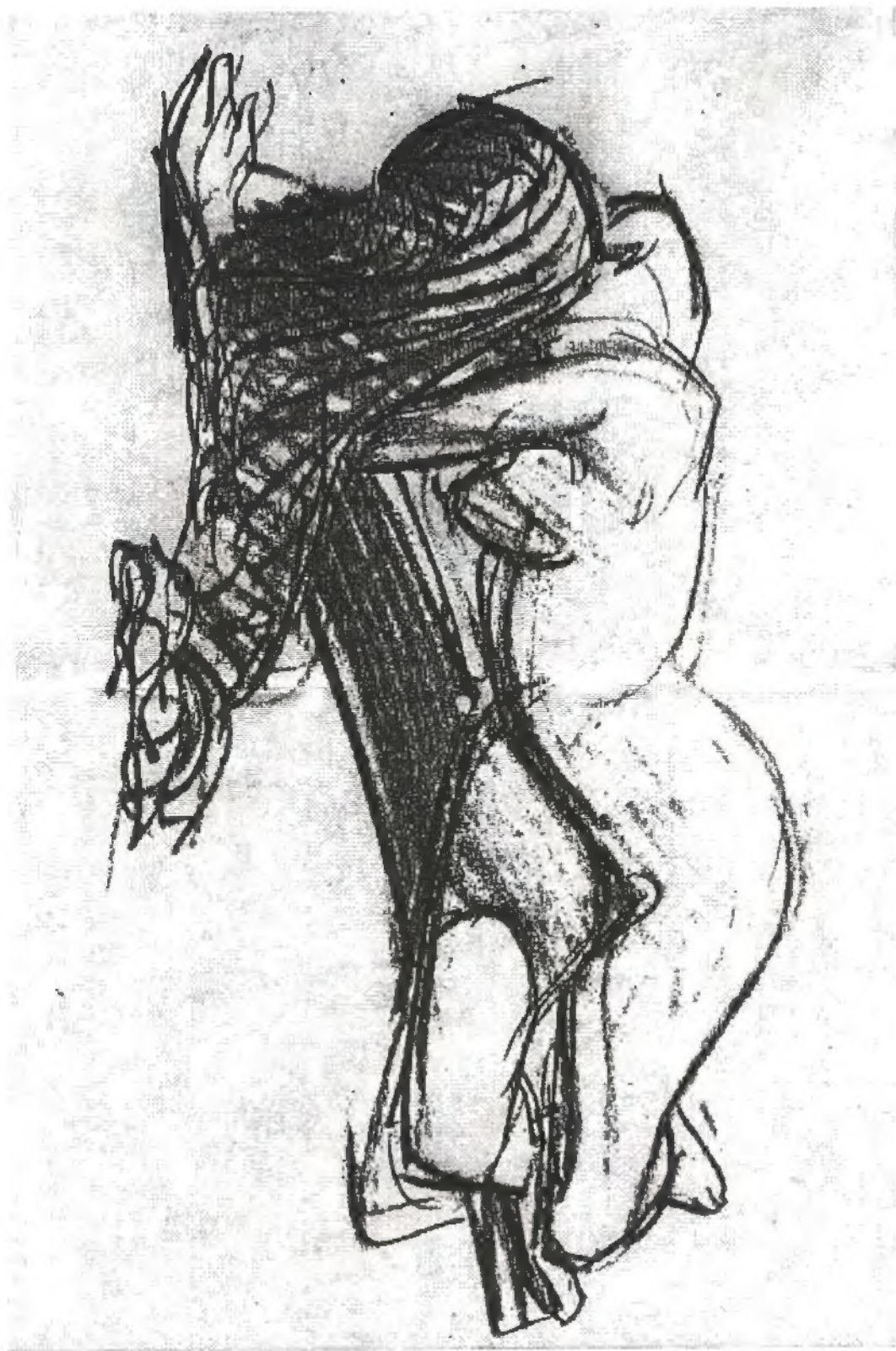
















Go  
100

3 15 93





